

LUNAR

THE SILVER STAR

THE OFFICIAL STRATEGY GUIDE



by ZACH MESTON and J. DOUGLAS ARNOLD

THE ULTIMATE GUIDE TO THE ULTIMATE RPG!
AWESOME STRATEGIES! HUNDREDS OF MAPS!

LUNAR

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THE OFFICIAL STRATEGY GUIDE

Zach Meston & J. Douglas Arnold

SIP

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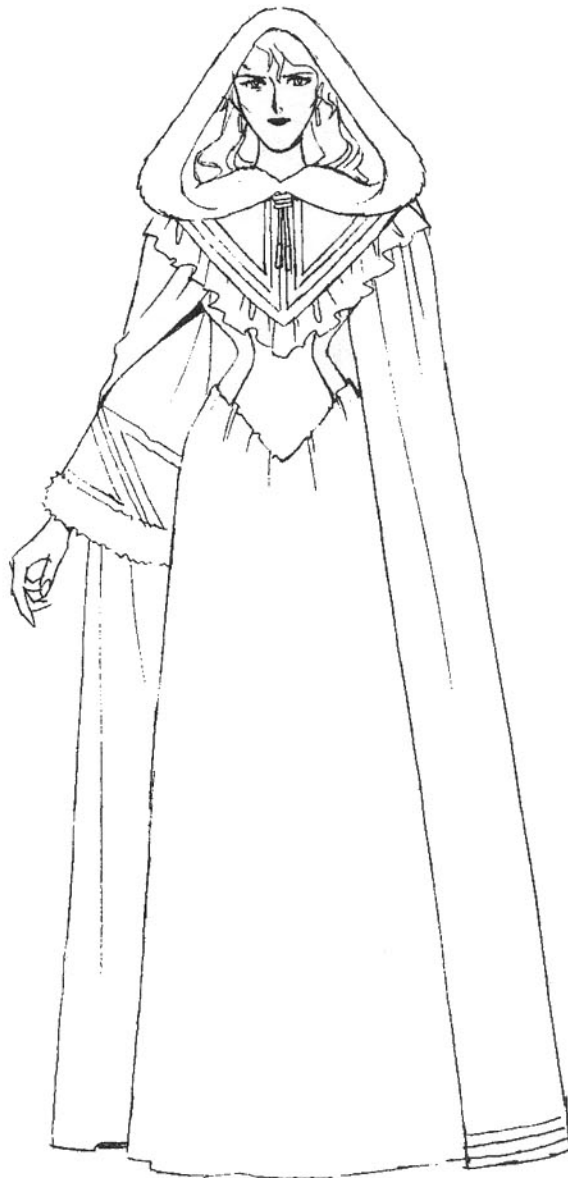
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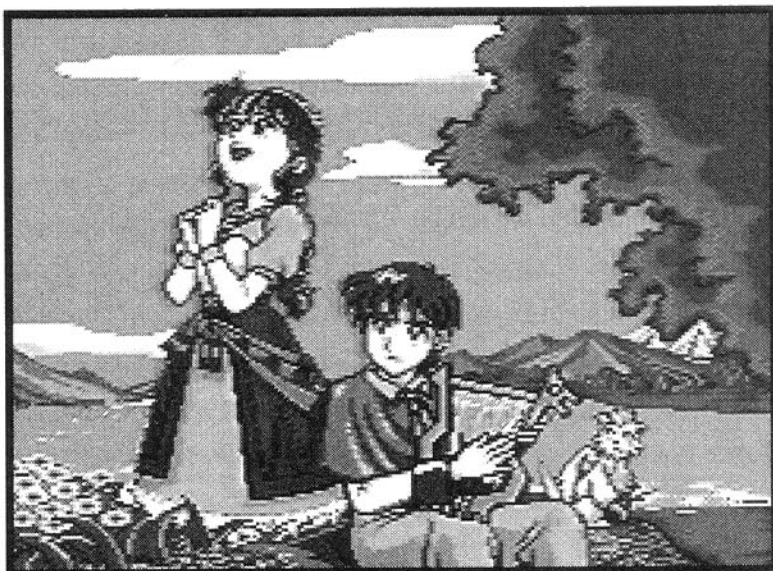
Introduction

A (Very) Brief History Of Lunar

Expectations were high when the long-awaited Mega-CD (Sega CD in the U.S.) was released by Sega of Japan in 1991. The Sega Megadrive (Genesis in the U.S.) finally had the power of CD-ROM at its disposal, which meant massive games with intense graphics and incredible sound and music. Unfortunately, it didn't quite work out that way. The Mega-CD had a lack of software from the start, and most of the games scheduled to be released at the same time as the Mega-CD were pushed back several months until they could be finished. (*Lunar: The Silver Star* was one of them.) After the initial wave of sales to hardcore Megadrive players, the Mega-CD sat on store shelves. Sales figures for video game systems are notoriously unreliable—Sega and Nintendo are always underestimating each other's sales and overestimating their own—but most people in the know estimate that little more than 100,000 Mega-CDs have been sold. Ouch.

Even though the Mega-CD tanked, a few Mega-CD games sold very well. The most successful of them all is *Lunar: The Silver Star*, which Victor Ireland (vice-president of Working Designs) estimates has sold almost 100,000 copies since its release in June of 1992. In other words, just about everyone who has a Mega-CD also has a copy of *Lunar*. The game also remains extremely popular with Japanese game players: the readers of the Japanese magazine Megadrive Beep ranked *Lunar* as the #1 Megadrive RPG for a whopping 17 months before it was bumped out of the top spot by *Shining Force II*.

Lunar was developed by Game Arts, a Japanese game company that's been actively developing computer games for the past decade and entered the video game field several years ago.



Introduction



Some of their best-known games are *Thexder* (the prequel to *Silpheed*), *Veigues Tactical Gladiator* (an NEC TurboGrafx-16 game that never got the attention it deserved in the U.S., but then, neither did the TG-16), *Alisia Dragoon* (a Genesis platform game), *Tenkafubu* (a strategy/war game that was the first Mega-CD title to use full-motion video), *Silpheed* (a Sega CD vertically scrolling shooter with full-motion video backgrounds), and, of course, *Lunar*.



One of the first Genesis titles from Game Arts was the platform game Alisia Dragoon.

Game-starved Sega CD owners and U.S. gaming magazines have been begging and pleading for someone to bring *Lunar* over to the U.S. market, and Working Designs listened. After months of hard work translating 4 megabytes (32 megabits!) of text and re-recording over ten minutes of dialogue, Working Designs unleashed *Lunar* on an eager public in December of 1993. The result? Lots of happy Sega CD owners and lots of happy folks at Working Designs. (We're happy that you bought this book!)

What's In This Book

Lunar: The Official Strategy Guide is divided into eight chapters filled with hints, tips, maps, pictures, and the occasional sarcastic joke.

Chapter 1 contains **Biographies** of all the major and minor characters in *Lunar*, along with mucho helpful charts of each character's magic spells and skills.

Chapter 2 is a section of **Basic Strategies** that gets you started and give you valuable tips to use throughout the game. If you've played RPGs before, you already know most of the information in this chapter, but read it anyway 'cause maybe you forgot something. (Hey, it happens.)

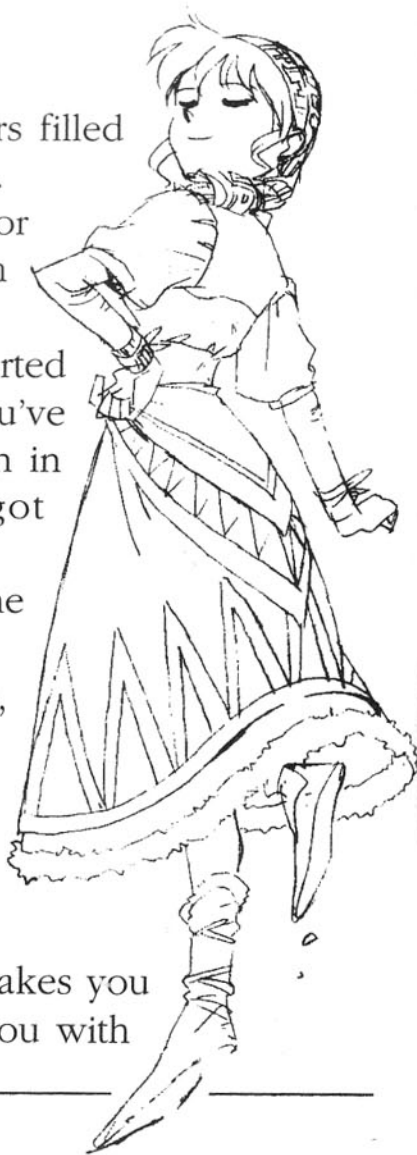
Chapter 3 is packed with **Battle Strategies** to use during the plentiful combat sequences in the game.

Chapter 4 is a list of **Items** that tells you where to get them, how to get them, and what to do with them.

Chapter 5 is just the thing for you violent readers, with page after page of **Weapons and Armor** presented in loving detail.

Chapter 6 is all about **Monsters**: their hopes, their dreams, and most importantly, their strengths and weaknesses.

Chapter 7 is, to put it mildly, awesome. The **Walkthrough** takes you through the entire quest from start to finish, while presenting you with



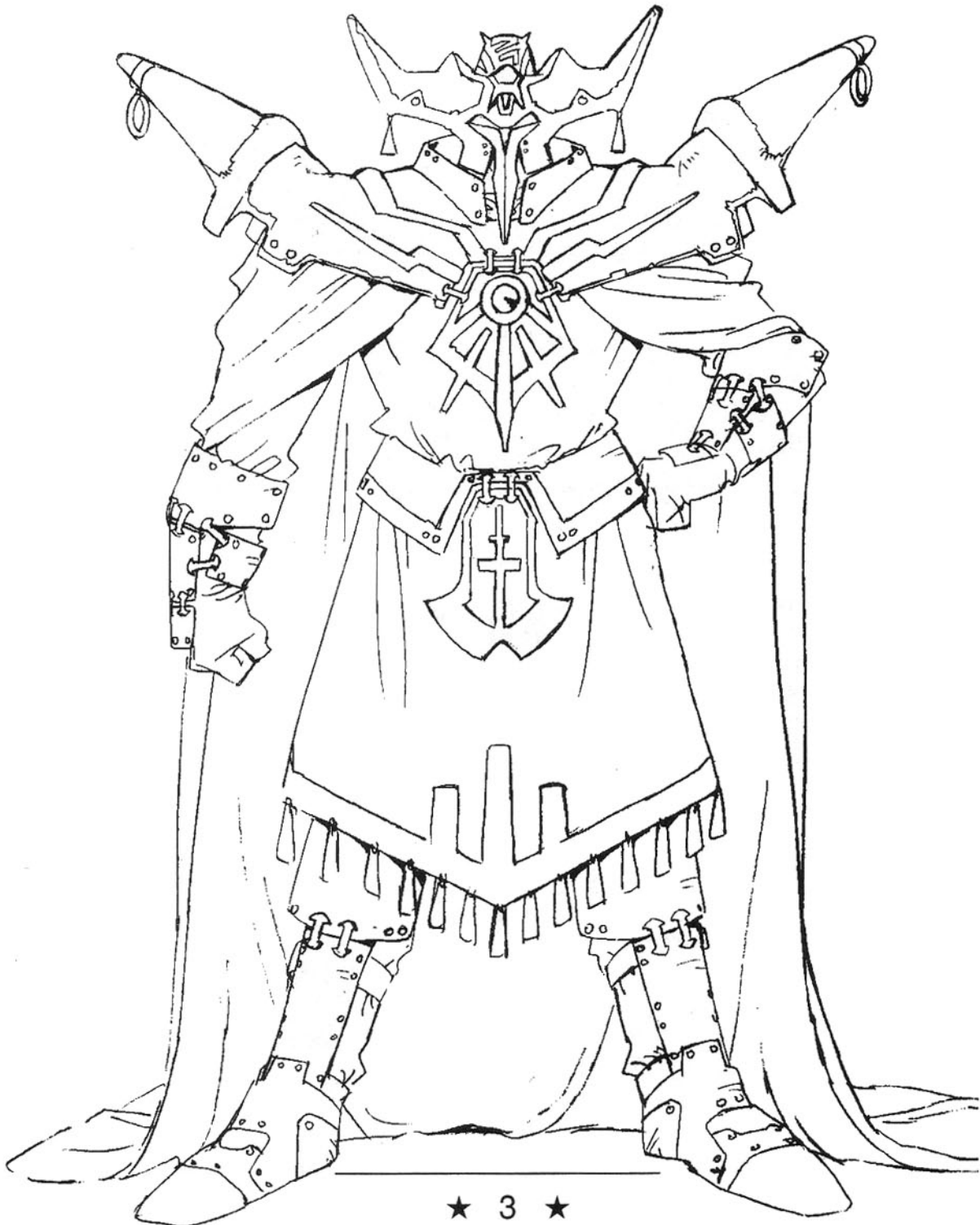


maps and pictures of every location. (Don't ask us how long it took to put the maps together; just admire them for a few moments and appreciate the living hell we went through.)

Chapter 8 is **A Conversation With Victor Ireland**, the president of Working Designs and the guy who wisely decided to bring *Lunar* to the U.S. market. Victor talks about *Lunar* (duh!), Japanese gaming, and the demise of the TurboGrafx-16, among other interesting topics.

The Adventure Begins!

You know a bit about how *Lunar* came to be. You know how this book is put together. And you know that you own a copy of the biggest, baddest RPG around. Read on and immerse yourself in the world of *Lunar: The Silver Star*!



Biographies

Introduction

Lunar: The Silver Star has a very large cast of characters: in fact, almost a dozen people will join Alex at one time or another during the game. And don't forget the hundreds of "common" folk you'll meet in the several dozen towns. In this chapter, we list the eleven major characters and the most important minor characters (anyone important enough for the game to show a picture of him or her). The following info is given for each major character:

Age, Height, Weight: Pretty darn obvious. (If we were feeling like chauvanist pigs, we would've put in the female characters' measurements. For example, did you know Luna is a petite 30-21-31?)

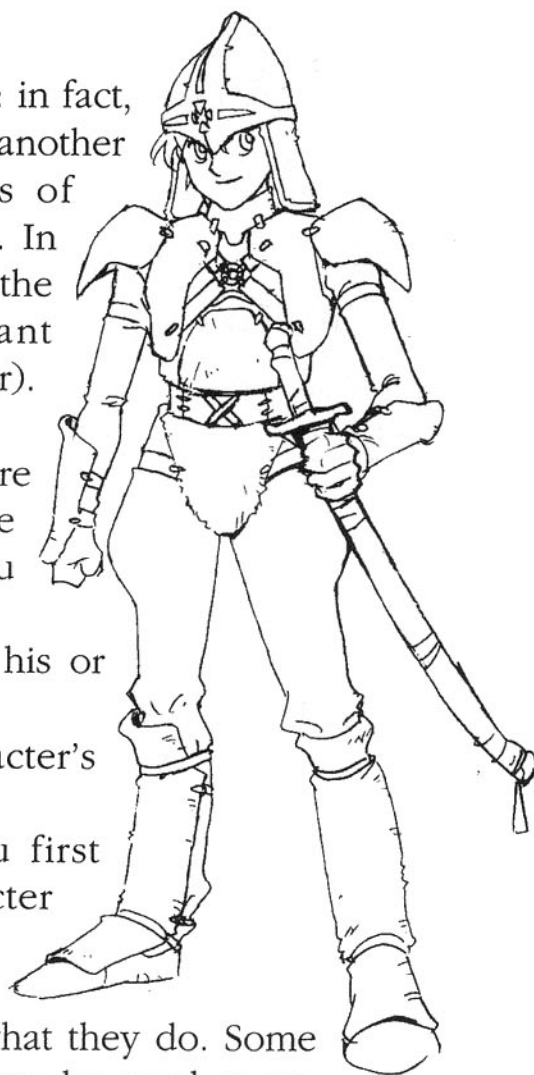
Quote: A quote from the character that best sums up his or her personality.

Background: A brief paragraph describing the character's personal history.

Statistics: The statistics of the character when you first encounter him or her. Statistics increase as a character earns XP and gains levels.

Spells (Songs for Luna and Skills for several fighters):

A list of the character's spells (or songs or skills) and what they do. Some spells can be used only during battle, but other spells can be used at any time. Attack spells don't do exactly as much damage as listed; the higher the target monster's Defense and Anti-Magic, the less damage caused. Healing spells (such as Calm Litany) don't restore the *exact* number of HP, but *about* that number.



ALEX

Age: 15

Height: 5' 6"

Weight: 115 lb.

Quote: He doesn't talk during the game (with the exception of a single word), so insert the clever quote of your choice. (Saturday Night Live catch-phrases work well.)

Background: Alex dreams of one day

becoming a Dragonmaster like his hero, Dyne. But in order to fulfill his dream, he must leave behind all that he holds dear, including his sweetheart Luna. Much more is in store for him than he realizes. Hopefully he'll live long enough to tell about it!



STATISTICS (LEVEL 1)

HP	75	Agility	8
MP	22	Anti-Magic	14
Attack	12	# of Attacks	2
Defense	4	# of Moves	3

SPELLS

NAME	LEVEL	MP	MAGIC EFFECT	RANGE
Flame	1	2	Causes 45 HP of damage	1 Enemy
Power Litany	11	4	Restores 44 HP	1 Ally
Little Litany	12	5	Restores 100 HP	1 Ally
Flamer	14	4	Causes 40 HP of damage	All Enemy
Blazing Fire	20	6	Causes 80 HP of damage	1 Enemy
Calm Litany	24	9	Restores 80 HP	All Allies
Flame Bomb	28	8	Causes 80 HP of damage	All Enemy
Light Ray	34	14	Causes 120 HP of damage	1 Enemy
Bright Blast	36	15	Causes 100 HP of damage	All Enemy
Dashing Flame	40	23	Causes 160 HP of damage	1 Enemy
Glow Beam	44	30	Causes 160 HP of damage	All Enemy
Light Rain	50	35	Causes 200 HP of damage	All Enemy
Dragon Bolt	N/A	40	Causes 180 HP of damage	All Enemy
Dragon Fire	N/A	60	Causes 240 HP of damage	All Enemy
Dragon Tear	N/A	80	Causes 310 HP of damage	All Enemy
Dragon Quake	N/A	100	Causes 400 HP of damage	All Enemy
Holy Light	N/A	120	Causes 510 HP of damage	All Enemy



NALL

Age: Unknown

Height (Length?): 11"

Weight: 9 lb.

Quote: "Well, duh!"

Background: When Alex was a child, a mysterious man gave his father this strange winged, catlike creature that unfortunately grew up with a bad attitude. He tends to get Alex into a lot of trouble by smarting off at the wrong time. But he'll get what's coming to him...sooner or later!



LUNA

Age: 15
Height: 5' 5"
Weight: 106 lb.
Quote: "Hello, Alex. You're late again. [giggle]"
Background: Alex's parents have taken care of Luna since she was a child. She is Alex's childhood sweetheart, though she'll never admit it. No one can match the power of her magical songs. Like

most adolescents her age she has many unanswered questions about herself. Unfortunately, they're about to be answered...

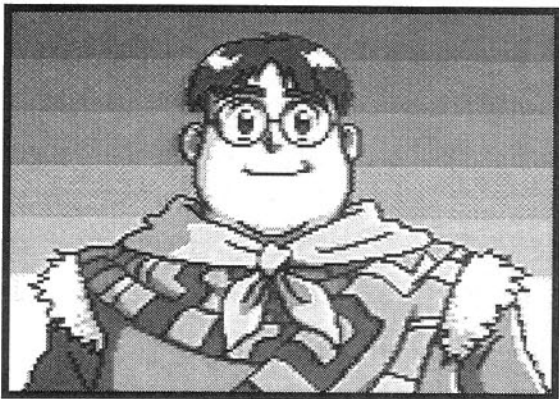


STATISTICS (LEVEL 1)

HP	46	Agility	6
MP	38	Anti-Magic	55
Attack	6	# of Attacks	1
Defense	4	# of Moves	2

SONGS

NAME	LEVEL	MP	MAGIC EFFECT	RANGE
Healing	1	2	Restores 30 HP	All Allies
Cascade	1	2	Increases Attack by 16	All Allies
Good Luck	1	4	Monster attacks other monsters for 1 round	1 Enemy
Purification	1	7	Cures poisoning	All Allies
Temptation	4	10	Puts All Enemy to sleep	All Enemy
Supersonic	5	12	Causes 20 HP of damage	All Enemy
Tranquility	8	15	Restores 75 HP	All Allies
Destruction	10	17	Causes 70 HP of damage	1 Enemy



RAMUS

Age: 17
Height: 5' 6"
Weight: 183 lb.
Quote: "I'll just stop by my house to get a few snacks for the trip..."
Background: Ramus is the son of the Village Elder in Burg, and Alex's friend. He hopes that Alex will

one day get over his fascination with Dragonmaster Dyne. His one ambition in life is to become filthy rich. He wants it all: fast horses, expensive food, and beautiful women. It's Ramus's craving for fame and fortune that starts Alex's adventure.



STATISTICS (LEVEL 1)

HP	90	Agility	3
MP	0	Anti-Magic	11
Attack	20	# of Attacks	1
Defense	10	# of Moves	2



NASH

Age: 17
Height: 5' 7"
Weight: 126 lb.
Quote: "Cower before me, peasants!"
Background: This extremely overconfident magician's apprentice is an understudy to the powerful magician Ghaleon, of Vane. If he isn't studying for his latest exam at the academy, he can be found trying to impress Mia, the woman of his dreams.

Too bad Nash isn't as successful at trying to win Mia's heart as he is with magic.



STATISTICS (LEVEL 11)

HP	133	Agility	9
MP	51	Anti-Magic	50
Attack	27	# of Attacks	2
Defense	6	# of Moves	2

SPELLS

NAME	LEVEL	MP	MAGIC EFFECT	RANGE
Thunder Attack	11	2	Causes 60 HP of damage	1 Enemy
Thunder Wave	11	4	Causes 40 HP of damage	All Enemy
Thunder Thumper	12	10	Freezes monsters for one round	All Enemy
Thunder Ball	14	6	Causes 80 HP of damage	1 Enemy
Thunder Bomb	15	8	Causes 55 HP of damage	All Enemy
Thunder Fang	21	10	Causes 120 HP of damage	1 Enemy
Thunder Wall	24	12	Causes 85 HP of damage	All Enemy

Biographies



Thunder Shot 1	28	14	Causes 110 HP of damage	All Enemy
Thunder Shot 2	32	18	Causes 140 HP of damage	All Enemy
Thunder Thrust	41	20	Causes 160 HP of damage	All Enemy



JESSICA

Age: 16

Height: 5' 7"

Weight: 111 lb.

Quote: "Why is it that every RPG has to have at least one worthless drunk?"

Background: Jessica is the daughter of Master Mel, who is one of the legendary Four Heroes, and current governor of Meribia. As an apprentice to a shaman, she has especially strong healing power. Do not let the sweetness that she displays around

her father fool you; she is a very brave and independent woman. She is at constant odds with Kyle, hoping that one day he will treat all women as equals. (Yeah, right.)



STATISTICS (LEVEL 21)

HP.....	153	Agility.....	16
MP.....	96	Anti-Magic.....	43
Attack.....	53	# of Attacks.....	2
Defense.....	14	# of Moves.....	3

SPELLS

NAME	LEVEL	MP	MAGIC EFFECT	RANGE
Little Litany	21	5	Restores 100 HP	1 Ally
Purity Litany	21	5	Cures poisoning	1 Ally
Calm Litany	21	9	Restores 80 HP	All Allies
Fusion Litany	25	8	Cures paralysis	1 Ally
Cascade Litany	27	10	Increases Attack by 25	1 Ally
Mental Litany	28	12	Cures confusion	1 Ally
Tempter	30	14	Freezes monsters for at least one round	All Enemy
Luck Litany	32	16	The monsters attack each other for one round	All Enemy
Holy Defender	35	20	Forms a protective barrier	1 Ally
Rest Litany	37	10	Restores 200 HP	1 Ally
Magic Defense	39	25	Forms a protective barrier	1 Ally

Heal Litany	41	20	Restores HP	All Allies
Camp Defender	44	30	Forms a protective barrier	All Allies
Charm Defense	45	5	Repels wandering monsters for a short time	All Allies
Healing Litany	48	15	Restores 175 HP	All Allies
Magic Box	50	7	Prevents the monster from using magic	1 Enemy
Magic Camp	51	25	Cancels enemy's magic attack	All Enemy
Althena Litany	53	30	Restores all HP	All Allies



MIA

Age: 16

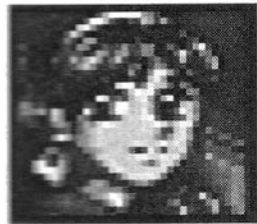
Height: 5' 4"

Weight: 99 lb.

Quote: "Oh, hi, I'm Mia AUSA! And you are?"

Background: Mia is the daughter of Lemia, one of the Four Heroes, and leader of the city of Vane. Lemia has protected Mia from the outside world so much that she is oblivious to the joys and hardships found in the world below. Despite her mild nature she is actually a very powerful magician.

But if she could learn one magic trick, it would be making Nash disappear.



STATISTICS (LEVEL 23)

HP	85	Agility	10
MP	149	Anti-Magic	78
Attack	17	# of Attacks	1
Defense	31	# of Moves	1

SPELLS

SPELL NAME	LEVEL	MP	MAGIC EFFECT	RANGE
Little Litany	23	5	Restores 100 HP	1 Ally
Luck Litany	23	16	Monsters attack each other for one round	All Enemy
De-Protect	23	5	Reduces Defense by 20	All Enemy
Ice Attack	23	6	Causes 60 HP of damage	All Enemy
Flamer	23	4	Causes 40 HP of damage	All Enemy
Fullstone	23	5	Causes 100 HP of damage	1 Enemy
Flame Bomb	25	8	Causes 80 HP of damage	All Enemy

Biographies



Psychotron	26	10	Teleports you to entrance of cave you're exploring	All Allies
De-Heal	29	10	Takes away 52 HP	1 Enemy
Tornado	31	8	Causes 120 HP of damage	1 Enemy
Waterfall	34	10	Causes 80 HP of damage	All Enemy
Spill Attack	36	12	Causes 150 HP of damage	1 Enemy
Ice Wall	37	14	Causes 110 HP of damage	All Enemy
Blizzard	38	16	Causes 130 HP of damage	All Enemy
Spillter	39	20	Takes away 105 HP	1 Enemy
Wind Blast	40	0	Takes away 30 MP	1 Enemy
Sand Spike	41	18	Causes 150 HP of damage	All Enemy
Trouble Bubble	44	20	Causes 170 HP of damage	All Enemy
Flameria	46	25	Causes 180 HP of damage	All Enemy
Landquake	48	30	Causes 200 HP of damage	All Enemy
Byebye Air	50	40	Causes 250 HP of damage	1 Enemy



KYLE

Age: 18

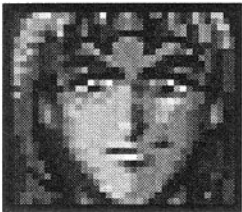
Height: 5' 10"

Weight: 166 lb.

Quote: "Oh, just wait 'til you see how bad I really can be, honeybomb!"

Background: After winning the approval of Master Mel of Meribia, Kyle was put in charge of protecting the Nanza Barrier. Despite his rather young age he is a master swordsman and well respected by his loyal followers. He can't help but find himself

attracted to Jessica even though she can't stand his chauvanistic ways. He has only one flaw, his massive ego.



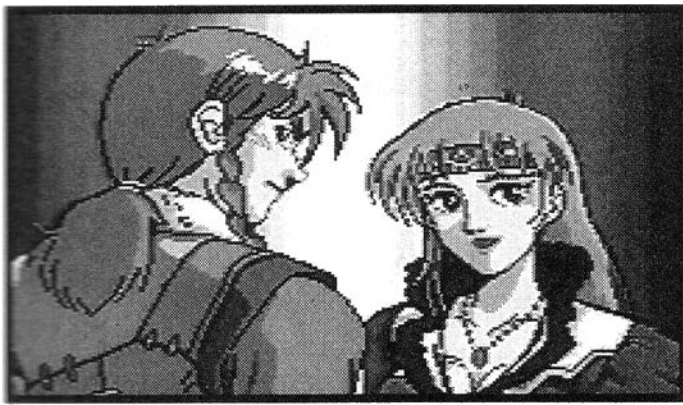
STATISTICS (LEVEL 25)

HP.....	335	Agility.....	25
MP.....	0	Anti-Magic.....	12
Attack.....	120	# of Attacks.....	2
Defense.....	31	# of Moves.....	4



SKILLS

NAME	LEVEL	MP	SKILL	RANGE
Sprint	25	6	Doubles # of Moves	Kyle
Fastcut	25	7	Fast attack from any distance	1 Enemy
Sidestep	32	8	Forms protective barrier	Kyle
Kiai Slice	40	10	Increases Attack by 30	Kyle
Sybillium	50	30	Monster is hit with 3 attacks	1 Enemy
Slayride	54	18	Causes 220 HP of damage	1 Enemy



TEMPEST

Quote: "Out of all the men I've fought, you're the second strongest!"

Background: Tempest lives in the village of Pao with his girlfriend, Fresca. They're searching for a cure to the disease that's sweeping through their village.



STATISTICS (LEVEL 39)

HP.....	361	Agility	37
MP	22	Anti-Magic.....	40
Attack	155	# of Attacks.....	3
Defense	44	# of Moves	3

SKILLS

NAME	LEVEL	MP	SKILL	RANGE
Wayout	39	4	Forms protective barrier	Tempest
Swift Sniper	39	8	Increases Attack by 50	Tempest
Party Shot	39	15	All enemies are hit by Tempest's weapon	All Enemy

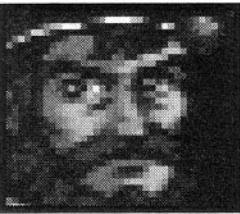


LAIKE

Quote: "Ho ho ho! That's rich!"

Background: Laike is a friendly old man who you first meet in the Weird Woods and encounter several times later on. (In fact, the farther you get into the quest, the more involved Laike becomes.) Despite his age, he's extremely tough and more than able to take care of himself. He also has a deep, dark secret that will shock you...

Biographies



STATISTICS (LEVEL 95)

HP.....	580	Agility	48
MP	40	Anti-Magic	24
Attack	181	# of Attacks.....	4
Defense	100	# of Moves	4

SKILLS

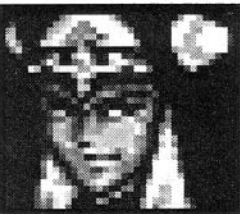
NAME	LEVEL	MP	SKILL	RANGE
Sprint	95	6	Increases # of Moves by 2	Laike
Fastcut	95	7	Fast attack from any distance	1 Enemy
Coup de Grace	95	18	Increases Attack by 255	Laike
Sybillium	95	30	Monster is hit with 3 attacks	1 Enemy



GHALEON

Quote: "Perhaps you can help me..."

Background: Ghaleon is one of the Four Heroes who fought alongside Dyne, Lemia, and Mel long ago. When you first encounter him, he's teaching magic in the Vane Magic Guild. Nash is one of his best students. From talking to Ghaleon, you soon realize that he may not have the best of intentions...

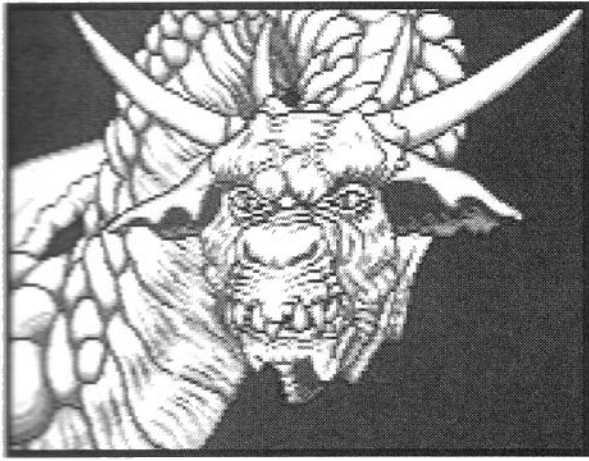


STATISTICS (LEVEL 99)

HP.....	1600	Agility	32
MP	500	Anti-Magic	85
Attack	117	# of Attacks.....	2
Defense	150	# of Moves	1

SPELLS

NAME	LEVEL	MP	MAGIC EFFECT	RANGE
Thunder Blow	99	20	Causes 120 HP of damage	All Enemy
Inferno	99	22	Causes 135 HP of damage	All Enemy
Water Fang	99	25	Causes 160 HP of damage	All Enemy
Rock'N'Roll	99	30	Causes 195 HP of damage	All Enemy
Anesthesia	99	35	Causes all monsters to float off the screen	All Enemy



QUARK THE WHITE DRAGON

Quote: "Ahhh... young Dragonboy. The time has come, hasn't it? You have the green eyes."

Background: Quark lives at the bottom of a cave near Burg. He has the Dragon Ring and the Dragon Diamond, and he encourages Alex to become a Dragonmaster and seek out his destiny. Quark also has a passing resemblance to Nall—hmmm...



MEL de ALKIRK (aka MASTER MEL)

Quote: "My name's Mel de Alkirk! But just call me Mel."

Background: Mel is a former pirate who founded the town of Meribia after a colossal seven-day battle against Dragonmaster Dyne. Mel met and married a woman who bore him a daughter, Jessica, before she unexpectedly passed away.



LEMIA AUSA

Quote: "Guards! Guards! Send this boy to more appropriate surroundings... in the prison!"

Background: Lemia is the leader of the Vane Magic Guild, and to quote one of the people in Saith, "She's not young, but she's pretty!" Unfortunately, she's also quite cranky and throws you into a prison cell when you meet her. You find out the reason for her crankiness after your journey to the top of the Silver Spire.



XENOBIA

Quote: "You'll pay for this..."

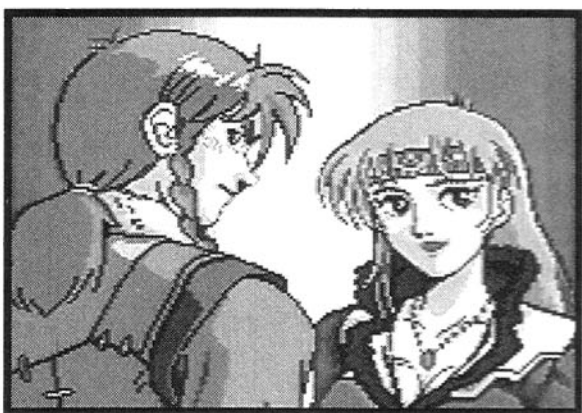
Background: Xenobia is the leader of the Vile Tribe, and she has the magical ability to disguise herself as other people. Her first disguise is as Lemia AUSA, but you can't reveal her true identity until you reach the top of the Silver Spire.



MYGHT

Quote: "I'm Myght, and you're not! Scram!"

Background: A brilliant inventor with a killer case of body odor, Myght cranks out his inventions from the isolation of a monster-infested tower. He won't talk to most visitors, but he might entertain a certain friendly old man.



FRESCA

Quote: "Tempest is so strong. He'd never back down in a battle... but this is a battle he may not be able to win."

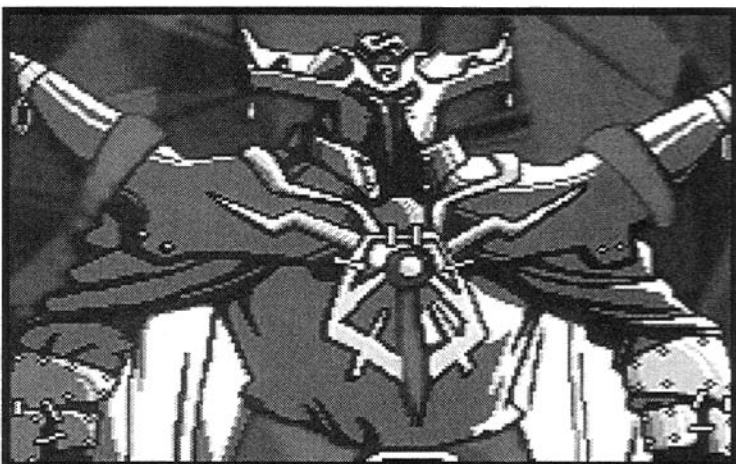
Background: Fresca is Tempest's significant other and lives with him in the small village of Pao.



TABEN

Quote: "Hrmph!"

Background: Taben is Ghaleon's chief inventor and the man responsible for the creation of the Grindery, a moving castle that crushes anything in its path.



EVIL GHALEON

Quote: "Soon, the whole world will be mine! Wah-hah-hah-hah!"

Background: By the time you see Ghaleon in this more powerful form, you'll be at the end of the game, and Ghaleon will be fighting *against* you, not with you. Gulp. Do we really need to tell you that it's going to be the toughest battle in the game?

Basic Strategies

Introduction

Even the battle-hardened RPG veterans who laugh in the face of death and tear through the hardest games in a day used to think to themselves, “Maybe I should have bought that new sword before going into this dungeon...” That’s why we’ve put together this brief chapter of basic tips to help out RPG newbies who might be reading—and considering this is a hint book, that’s probably quite a few of you. A lot of these tips might seem obvious, and they are, but it’s worth sharing them anyway. If we save just one player from unnecessary death, then this chapter was worth writing!



Leveling Up

As you progress through the game, the monsters you encounter get stronger. (Duh!) If your characters aren’t strong enough, they lose lots of HP during battle and get worked over like the wimps that they are. Solution: Pump them up by hanging around a Shrine with strong (but not *too* strong) monsters wandering around outside and keep getting into battles, running back to the Shrine to heal up whenever you’re running low on HP. Your XP will soar and your characters will gain new spells and skills—and just maybe the spell you need to get through the area you’re getting killed in.



Ordering

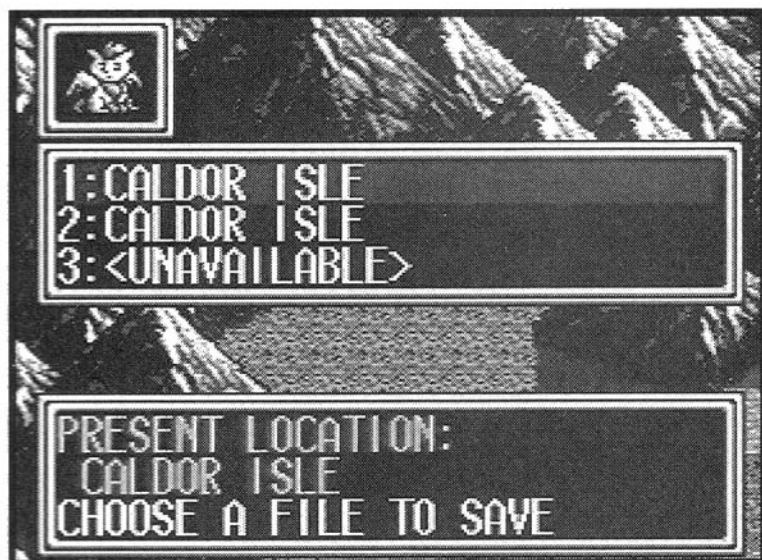
Whenever a character joins or leaves the party, use the ORDER command (accessed through Nall) to rearrange whoever’s left. Always place the characters in order from the one with the most HP to the one with the least.

Introduction



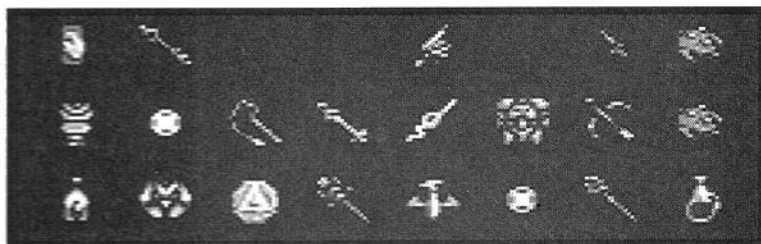
Saving

Now this one is *real* basic. Save frequently! Save before you go into a new area, before you fight a powerful boss, and before you try anything risky. When in doubt, save! Of course, you should *not* save when you're in a particularly bad situation — for example, at the lowest level of a dungeon when you're dangerously low on HP and MP with no healing herbs and no Wind Essence to warp out of the dungeon.



Special Items

Here's an easy rule of thumb: If you have an item that can't be sold or dropped, it's an important item that you need to complete a task (or it's a piece of Dragon Equipment).



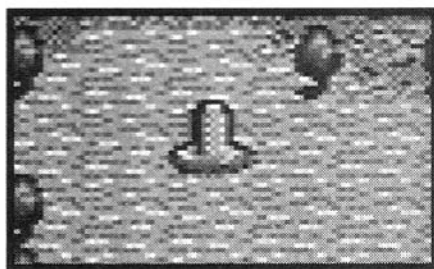
Stone Monuments and Stone Circles

There are two types of stone structures dotting the landscape. When you visit one of these structures and press the A button, everyone in the party has all of their HP or MP restored. At Althena's shrine, HP *and* MP are restored. In the first few zones, stone structures are all over the place, but as you get further into the game, they become harder to find. Stay near a structure when you're building XP (see *Leveling Up* above).

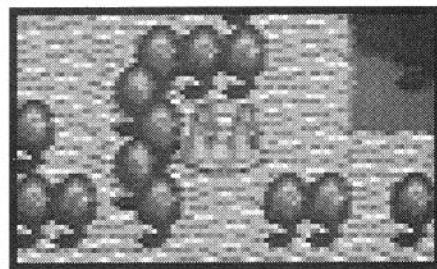
Stone Monuments restore everyone's HP.

Stone Circles restore everyone's MP. These are better than the Stone Monuments, because you can cast healing spells on whoever's weak, then touch the Circle and restore the MP you just used.

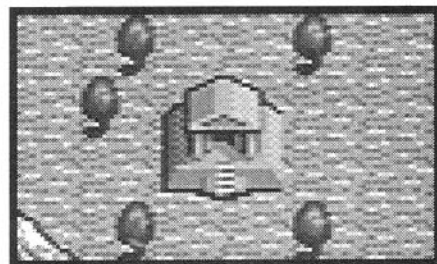
Althena's shrines (not to be confused with *the* Althena's Shrine in the Katarina Zone where Jessica hangs out)



HP Shrine



MP Shrine



Althena's Shrine



restore everyone's HP and MP. You can donate money at Athena's shrines; make ten donations and the woman at the shrine sings a song for you.

Towns

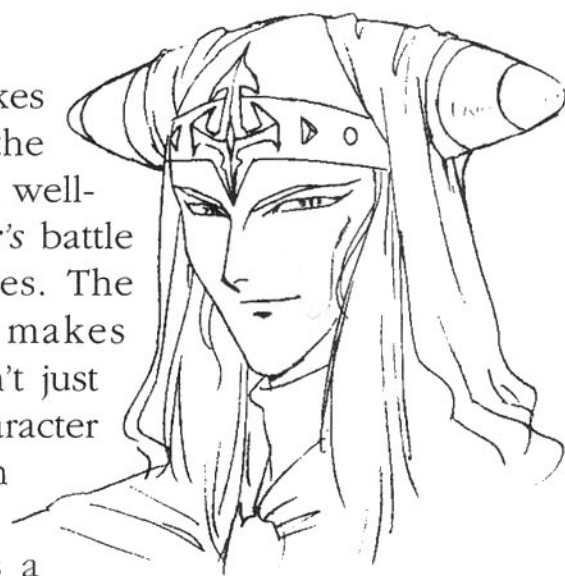
Whenever you enter a new town, talk to everyone wandering around and inside the buildings to get clues on what to do next and where to go. Always talk to everyone until they start repeating themselves, because they usually have more than one thing to say. If you miss something that someone said, go outside of the building (or outside of town) and return to talk to them. They'll repeat everything they said, starting with their first comment. (Talk about short memories.)



Battle Strategies

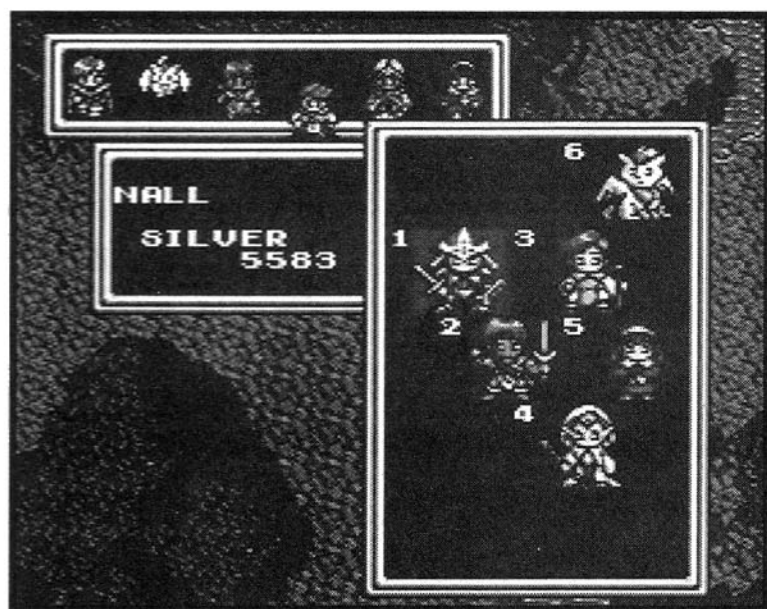
Introduction

The centerpiece of any RPG, and what usually makes or breaks the game, is the battle sequence. Are the attack spells cool? Are the monsters well-drawn and well-animated? Is there any strategy involved? In *Lunar*'s battle sequence, the answer to all three questions is yes. The battles are presented with a side-view that makes positioning your characters very important. You can't just charge into battle; you have to plan what each character should do and whether or not it will put them in danger. But we wouldn't just send you into battle without a few hundred words of advice, so here's a chapter filled with fighting tips and tactics.



Party Order

It's very important to keep your party in the right order. Always put Alex in front, followed by any fighters in the party (Ramus, Nash, Kyle, Tempest, Laike), and stick the magic-users (Luna, Mia, Jessica, Ghaleon) in the back. You always want the well-armored fighters to take the brunt of the monsters' attacks while your magic-users safely cast healing and attack spells.



Flee To Avoid Attacks

Against slower monsters, using the FLEE command is a very good tactic. You can hit the monster from a distance with attack spells and then flee when the monster gets close enough to strike you. Against magic-using monsters, this tactic obviously isn't as effective, since the monster doesn't care where you are on the battlefield when it casts its spell.

Gang Up On Strong Monsters

When you start a battle, determine which monsters are stronger than the others and gang up on them. Don't send your fighters to hack at a wimpy Mutant Fly while your magic-users deal with a Zombie. By ganging up on stronger monsters, you also spread



out the damage that your characters take, since the monster will probably take a swipe at all the attacking characters instead of concentrating his attacks on one attacking character. The exception to the gang-up rule is when there's a weak monster that casts powerful attack spells. Go after him first, then take care of the other monsters. Magic-using monsters should always be your first priority.



Use A Sacrificial Lamb Against Bosses

Near the end of the game, the bosses you encounter are incredibly strong and fast. They can move right into the middle of your party and wreak havoc before you have a chance to do anything. In these situations, you might want to try attacking the boss with a single character while the rest of the party stays behind and attacks with spells or missile weapons. Have your magic-user cast healing spells on the sacrificial lamb to keep him alive and to keep the boss busy.

Attack Spells

Against a large group of weak monsters, use an attack spell that affects all monsters. Near the beginning of the game, for example, Nash's Thunder Wave spell is ideal against the flocks of Mutant Flies that attack you in the Weird Woods. Against one or two powerful monsters, especially bosses, use spells that affect one monster only. They're generally more powerful than the spells that hit all monsters.



Dragon Spells

Whenever Alex finds a piece of Dragon equipment, he learns a Dragon spell. There are five different Dragon spells, each one more powerful than the last. (The fifth spell is called Holy Light, but it's technically a Dragon spell. Don't get picky.) Dragon spells

Battle Strategies



use up MP like crazy, so they should only be used against bosses and in emergency situations. They're also useful for leveling up (see Chapter 2) since you can wipe out monsters quickly and then regain your MP at a shrine.



Items

Introduction

There are two types of Items listed in this section. **Regular Items** are items that you can buy in Item Shops, find in treasure chests, or earn in combat with monsters. **Special Items** are items that are found (or earned) during the quest. The following information is listed for each Special Item: Location (where it is), How Obtained (how to get it), and Function (what to do with it).

Regular Items

ITEM	COST	EFFECT	RANGE
Herb	80	Restores 45 HP	1 Ally
Jasmine	50	Restores 100 HP	1 Ally
Calm Herb	100	Restores 200 HP	1 Ally
Herb of Althena	2300	Restores all HP	All Allies
Meal Rations	30	Restores 30 HP	All Allies
Special Rations	100	Restores 80 HP	All Allies
Putrid Lunch	N/A	Causes 30 HP of damage to ally	1 Ally
Holy Flute	200	Restores 200 HP	All Allies
Smoked Fish	4	Restores 5 MP	1 Ally
Garlic	24	Restores 45 HP	1 Ally
Mystery Potion	220	Causes 60 HP of damage to ally	1 Ally
Starlight	50	Restores 30 MP	1 Ally
Silver Light	120	Restores 80 MP	1 Ally
Vigor Peach	N/A	Restores 255 HP	All Allies
Seed of Vigor	4000	Restores 255 MP	1 Ally
Holy Water	10	Cures poisoning	All Allies
Holy Smoke	20	Cures sleeping and confusion	1 Ally
Mint Essence	30	Cures sleeping and confusion	All Allies
Rainbow Drops	500	Monsters can only use magic for the duration of the battle	All Enemy
Cloud Drops	450	Reduces the monster's Defense	1 Enemy
Sun Drops	1300	Causes 60 HP of damage	1 Enemy
Fire Essence	680	Causes 80 HP of damage	1 Enemy
Thunder Essence	900	Causes 40 HP of damage	All Enemy
Wind Essence	1800	Teleports you to the entrance of the cave you're exploring	All Allies

Items



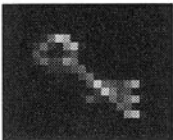
Power Barrier	1500	Reduces and absorbs some magic attacks	All Allies
Light Barrier	740	Prevents the monster from casting spells	1 Enemy
Cascade Ring	650	Increases the wearer's Attack by 16	1 Ally
Magic Bullet	1800	Causes 120 HP of damage	1 Enemy
Magic Hand	400	Causes 5 HP of damage when Kyle uses it	1 Enemy
Hynam Nut	N/A	Increases Agility by 3	1 Ally
Alcana Nut	N/A	Increases Magic Power by 3	1 Ally
Itaka Nut	N/A	Increases Attack Power by 3	1 Ally
Dover Nut	N/A	Increases Defense Power by 3	1 Ally
Amulet	100	Lowers the appearance rate of monsters	All Allies
Snake Ring	2800	Doubles the enemy's appearance rate for 100 steps	All Allies
Gold Ring	1000	Sell it for Silver	1 Ally
Jewel	2000	Sell it for Silver	1 Ally
Diamond Ring	6000	Sell it for Silver	1 Ally
Music Box	1500	Plays music	1 Ally
Mia's Bromide	300	Equip Nash with it and see what happens	1 Ally
Soap	250	Used to bathe at the purifying springs	All Allies

Special Items



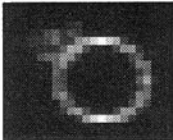
ALEX'S HARP

Location: In Alex's inventory at the beginning of the game.
Function: Used twice during the game. Use #1: Play the Harp near the green island south of Reza and the "island" (which is actually a giant sea turtle) carries you to Damon's Spire. Use #2: We can't tell you (heh heh).



CHEST KEY

Location: Alex's House in Burg.
How Obtained: Try to open the chest and Nall will say that you should look for a key. Talk to Alex's father Noah and he gives you the Chest Key.
Function: Used to open the treasure chest in basement of Alex's house.



OLD RING

Location: Ramus's House in Burg.
How Obtained: Visit the White Dragon Cave and try to get through the ball of ice. Ramus remembers the Old Ring in his house. Go to his house and search the cabinet in the northwest corner.
Function: Used to melt through the ball of ice in the White Dragon Cave.

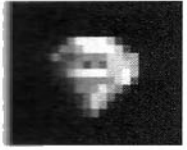


DRAGON RING

Location: White Dragon Cave (Floor B3).

How Obtained: Talk to Quark the White Dragon at the bottom of the White Dragon Cave until he gives you the Ring.

Function: Used to dissipate the force field blocking the stairs to Floor 2F of the Silver Spire.

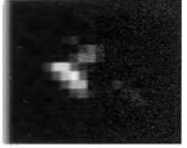


DRAGON DIAMOND

Location: White Dragon Cave (Floor B3).

How Obtained: Talk to Quark the White Dragon at the bottom of the White Dragon Cave until he gives you the Diamond.

Function: Sell it at the Jewelry Shop in Meribia to make money. (Actually, the shopkeeper runs away with it.)

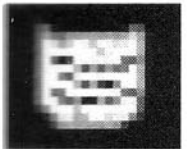


WOODCUTTER AXE

Location: A shed in the Weird Woods.

How Obtained: Enter the Weird Woods and go into the shed to find the Axe. It's just that easy!

Function: Give it to the Logger and he fixes the broken bridge connecting Caldor Isle to the mainland.

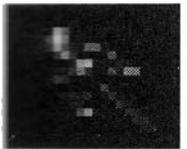


FATHER'S LETTER

Location: Alex's House in Burg.

How Obtained: Talk to Alex's father Noah after you give the Woodcutter's Axe to the Logger. He gives you the Letter.

Function: Used to catch a boat in the town of Saith.

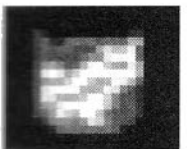


WATER CANE

Location: Nash's grubby little hands in Saith.

How Obtained: Talk to Nash until he joins your party and gives you the Water Cane. It can also be used as a weapon until you give it to the Hag.

Function: Give it to the Old Hag in exchange for a Sea Chart.

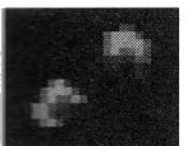


SEA CHART

Location: Old Hag's House in the northwest part of Caldor Isle.

How Obtained: Give the Water Cane to the Old Hag and she gives you the Sea Chart.

Function: Give the Chart to captain in Saith so he can sail you to Meribia.

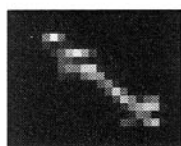


FLINT

Location: In the possession of the captain in Saith.

How Obtained: Use the Flint to light the Lighthouse and the captain will take you to Meribia.

Function: Give the Sea Chart to the captain and he gives you the Flint.

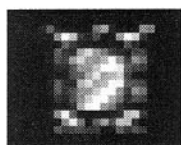


PRISON KEY

Location: In the possession of Mia in Vane.

How Obtained: Get thrown into prison by Lemia AUSA and Mia rescues you and gives you the Key.

Function: Use the Key to open the other prison cells and talk to the prisoners. There's one door you can't open, though.

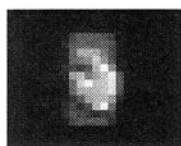


ALTHERNA'S MIRROR

Location: In a chest at the top of the Silver Spire (Floor 6F).

How Obtained: Climb up to the chest and open it up.

Function: When you encounter Lemia AUSA at the top of the Crystal Tower, the Mirror reveals her true identity to be Xenobia, leader of the Vile Tribe.



THIEF'S CREST

Location: In a chest in the corner of the Reza Tavern.

How Obtained: Go upstairs and try to go to the Thieves Bazaar. You'll be told that you need to be a member of the Thieves Guild. Go downstairs and talk to the bartender, who dares you to open the chest. Open the chest to get the Crest and automatically join the Guild.

Function: With the Crest in your possession, you can enter the Thieves Bazaar.



RAIN CLOUD

Location: In the Thieves Bazaar.

How Obtained: Buy the Rain Cloud in the Bazaar for 500 S.

Function: Use the Rain Cloud to create a path across the lava to the Red Dragon Volcano.

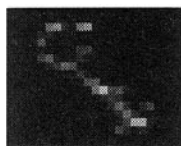


GIANT ROOT

Location: Eastern Desert.

How Obtained: Battle the Man-Eating Plants in the Desert until you get a Giant Root in combat. (You can fight to get additional Roots and then sell them at a Shop for 500 S each.)

Function: Give the Root to the hot-air balloon inventor in Iluk and he uses it to complete the construction of the balloon.

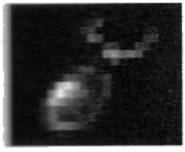


SPIRE KEY

Location: Damon's Spire (Floor B1).

How Obtained: Open the chest in the southwest corner.

Function: Use the Spire Key to open the door on Floor 4F of the Spire.

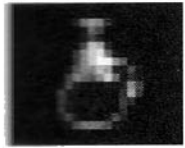


GODDESS' SEAL

Location: Grimzol's Cave (Floor B3).

How Obtained: Battle and defeat the Inca God at the bottom of Grimzol's Cave to win the Seal.

Function: Use the Seal to heal the sick people in the village of Pao (including Mia and Jessica).

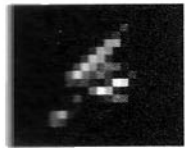


MIRAGE POTION

Location: In the possession of the village elder in Pao.

How Obtained: Give the Goddess' Seal to the village elder and she walks outside. Follow her to the well and she gives you the Potion.

Function: Use the Potion to activate the Fountain of Transfer near Meryod.

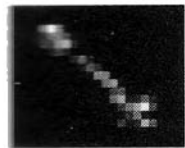


HERO'S CREST

Location: Black Dragon Cave (Floor B3).

How Obtained: Talk to the old man on Floor B3 and tell him you're trying to become the Dragonmaster. He gives you the Crest.

Function: Show the Crest to the village elder in Marke and he sends his assistant to open the shrine into the Black Dragon Cave.



KEY TO RUID

Location: In the possession of a girl in Marke.

How Obtained: Defeat the Black Dragon at the bottom of the Black Dragon Cave and return to Marke. Talk to the girl in the village elder's house and she gives you the Key.

Function: Use the Key to open the gate into the town of Ruid.



TOWER KEY

Location: In a chest in Ghaleon's Palace (Floor 7F).

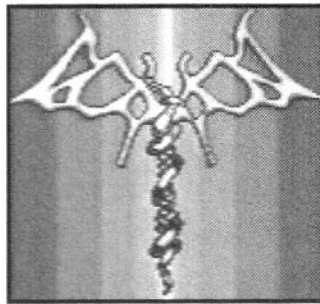
Function: Use the Key to unlock the door on Floor 9F of the Palace.

Weapons & Armor

Introduction

In some RPGs, the strength of the characters is more important than the strength of the weapons. That's not the case in Lunar; it's very important to upgrade your weapons as soon as possible in order to handle the increasingly powerful monsters in your way. Most of the weapons can be bought in shops, but the strongest weapons are found in treasure chests.

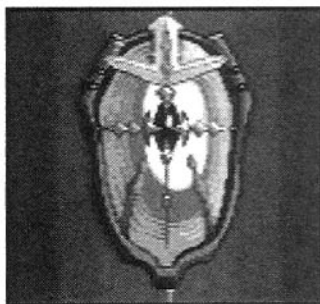
Dragon Equipment



DRAGON'S WINGS

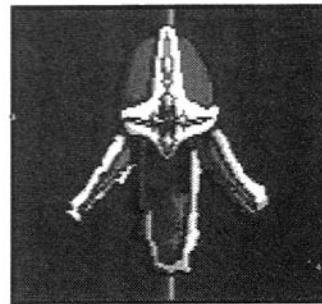
EFFECT: Anti-Magic +5

LOCATION: White Dragon Cave



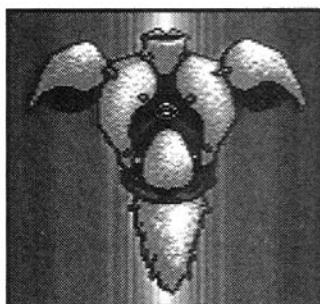
DRAGON SHIELD

Defense +30, Anti-Magic +20
Red Dragon Cave



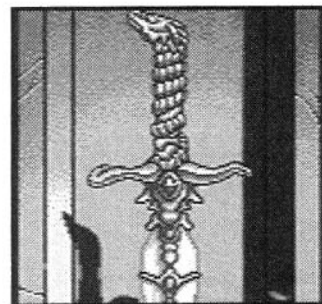
DRAGON HELMET

Defense +20, Anti-Magic +20
Blue Dragon Cave



DRAGON ARMOR

Defense +70, Anti-Magic +30
Black Dragon Cave



ALTHENA'S SWORD

Attack +200
Althena's Tower



Weapons & Armor

Melee Weapons

NAME	COST	EFFECT	WHO CAN USE?
Harisen	2	+1 Attack	Alex, Luna, Ramus, Nash, Jessica, Mia, Tempest
Dagger	100	+5 Attack	Alex, Luna, Ramus, Nash, Jessica, Mia, Tempest
Short Sword	500	+15 Attack	Alex, Ramus, Nash, Tempest
Saber	2500	+30 Attack	Alex
Long Sword	4500	+45 Attack	Alex
Scimitar	5800	+53 Attack	Alex, Laike
Samurai Blade	10000	+90 Attack	Alex
Dyne's Sword	N/A	+130 Attack	Alex
Dark Sword	N/A	+65 Attack	Kyle
Great Sword	12000	+100 Attack	Kyle
Insane Sword	N/A	+150 Attack	Kyle
Axe	1500	+23 Attack	Alex, Ramus
Battle Axe	8600	+70 Attack	Alex, Ramus
Claw	1000	+20 Attack	Alex, Jessica, Tempest
Silver Nail	20000	+100 Attack	Alex, Jessica
Cane	300	+7 Attack	Alex, Luna, Ramus, Nash, Jessica, Mia, Ghaleon
Ice Cane	1000	+18 Attack	Alex, Luna, Nash, Jessica, Mia, Ghaleon
Fire Cane	4000	+15 Attack	Alex, Luna, Nash, Jessica, Mia
Ethereal Cane	N/A	+22 Attack +10 Anti-Magic	Nash, Jessica, Mia, Ghaleon
Earth Cane	N/A	+33 Attack +18 Anti-Magic	Nash, Ghaleon
Sage's Cane	N/A	+27 Attack +20 Anti-Magic	Nash, Mia, Ghaleon
Goddess' Cane	N/A	+35 Attack +30 Anti-Magic	Mia
Mace	3800	+40 Attack	Alex, Ramus, Jessica
Flail	7300	+65 Attack	Alex, Ramus, Jessica

Weapons & Armor



Missile Weapons

NAME	COST	EFFECT	WHO CAN USE?
Sling	100	Attack=12	Alex, Luna, Ramus, Nash, Jessica, Mia
Poison Darts	280	Attack=20	Alex, Luna, Ramus, Nash, Jessica, Mia
Bow	700	Attack=35	Alex, Nash
Crossbow	2400	Attack=65	Alex, Nash
Boomerang	5200	Attack=83	Alex, Nash
Pixie's Bow	N/A	Attack=150	Nash, Tempest
Whip	N/A	Attack=100	Tempest
Pixie's Whip	N/A	Attack=170	Tempest

Armor

NAME	COST	EFFECT	WHO CAN USE?
Tattered Clothes	12	+1 Defense	Alex, Luna, Ramus, Jessica, Mia, Kyle
Peasant Clothes	90	+3 Defense	All Allies
Heavy Clothes	230	+5 Defense	All Allies
Leather Clothes	550	+8 Defense	All Allies
Leather Armor	1700	+13 Defense	Alex, Ramus, Nash, Jessica, Kyle, Tempest
Carapace Armor	2700	+18 Defense	Alex, Ramus, Nash, Jessica, Kyle, Tempest
Chain Mail	3400	+20 Defense	Alex, Ramus, Jessica, Kyle, Tempest
Iron Armor	5000	+25 Defense	Alex, Ramus, Jessica, Kyle, Tempest
Steel Armor	7600	+35 Defense	Alex, Ramus, Kyle, Tempest
Insane Armor	N/A	+55 Defense +16 Anti-Magic	Kyle
Cool Robe	1000	+10 Defense +5 Anti-Magic	Luna, Ramus, Nash, Jessica, Mia, Tempest, Ghaleon
Magic Robe	6200	+30 Defense +5 Anti-Magic	Luna, Nash, Jessica, Mia, Tempest, Ghaleon
Sage's Clothes	9200	+40 Defense +10 Anti-Magic	Alex, Luna, Ramus, Nash, Jessica, Mia, Tempest, Ghaleon
Saint Clothes	N/A	+58 Defense +26 Anti-Magic	Jessica
Holy Clothes	N/A	+63 Defense, +20 Anti-Magic	Nash, Mia, Ghaleon
Garbage Can Lid	50	+2 Defense	Alex, Ramus, Jessica



Weapons & Armor

Wood Shield	230	+5 Defense	Alex, Ramus, Jessica
Iron Shield	900	+10 Defense	Alex, Ramus, Jessica
Mirror Shield	3000	+15 Defense +15 Anti-Magic	Alex, Ramus, Jessica, Ghaleon
Steel Shield	3400	+20 Defense	Alex, Ramus, Jessica
Holy Shield	N/A	+25 Defense +10 Anti-Magic	Alex, Jessica
Headband	12	+1 Defense	All Allies
Tiara	100	+2 Defense +5 Anti-Magic	Luna
Helmet	120	+4 Defense	Alex, Kyle, Tempest
Chain Helmet	350	+6 Defense	Alex, Kyle, Tempest
Iron Helmet	630	+9 Defense	Alex, Kyle
Steel Helmet	1500	+12 Defense	Alex, Kyle
Insane Helmet	2700	+15 Defense +15 Anti-Magic	Kyle
Gloves	50	+2 Defense	Alex, Luna, Ramus
Leather Gauntlet	90	+3 Defense	Alex, Nash, Jessica, Kyle, Tempest, Laike
Iron Gauntlet	480	+7 Defense	Alex, Kyle, Tempest
Bracelet	300	+5 Defense +10 Anti-Magic	Luna, Jessica, Mia
Charm	1000	+10 Anti-Magic	All Allies

Monsters

Introduction

Sticky. Slimy. Gross. Words used to describe lawyers? Yes, but what we had in mind was the horde of creatures that infest the world of *Lunar*. Nearly a hundred different monsters attack you during the course of the game, and each one has a unique (and painful) method of draining away your HP. Some monsters even cast spells to *really* mess with your head. Never fear, because this chapter delivers the straight dope on every monster in the game, including the boss monsters. (Working Designs actually beefed up the stats of a few bosses because Victor Ireland considered them “too wimpy” in the original Japanese version.)

THE FOLLOWING INFO IS GIVEN FOR EACH MONSTER:

XP, S: The number of XP (Experience Points) and S (Silver) you get for defeating a monster, although the numbers listed aren't *exactly* what you get. In fact, the way *Lunar* doles out XP and S is a bit confusing, so let us explain it for ya. (Aren't we nice?)

XP award: The game adds up the XP from all the monsters you defeated and divides them by the number of characters in the party. The number is then rounded *down* and awarded to each party member. Example: You defeat an Albino Baboon (5 XP) and a Flytrapper (7 XP) for a total of 12 XP. 12 divided by three characters (Alex, Luna, Ramus) is 4, so 4 XP are given to each character. Another example: You defeat four Dung Beetles (2 XP) for a total of 8 XP. 8 divided by 3 is 2.67, rounded down to 2, so 2 XP are given to each character.

S award: The game adds up the Silver from the monsters you defeated and awards you anywhere from 87.5% to 100% of the total Silver possible. Example: you defeat three Ghosts (325 S) and one Air Elemental (145 S) for a total of 1105 S. You will be awarded from 965 to 1105 S.

Location: The place or places where the monster is found (or rather, where *it* finds *you*).

HP: The number of Hit Points the monster has.

MP: The number of Magic Points the monster has.

Attack: The monster's attack strength. The stronger it is, the more damage it does to you.

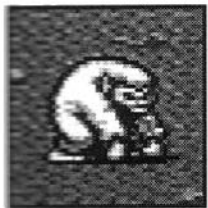
Defense: The monster's defensive strength. The better its defense, the less damage your attacks do to it.

Agility: The speed of the monster. The faster it is, the more likely it will attack you before you attack it.

Anti-Magic: The monster's resistance to magic.

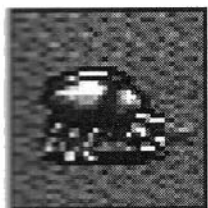
of Attacks: The monster's number of attacks.

of Moves: The number of steps the monster can take during each round of combat.



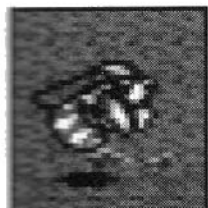
Albino Baboon

5 XP, 4 S
Caldor Isle
HP.....25
MP0
Attack19
Defense2
Agility2
Anti-Magic.....1
of Attacks.....1
of Moves2



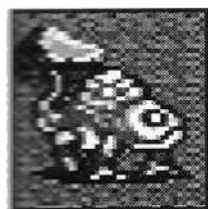
Dung Beetle

2 XP, 3 S
Caldor Isle
HP.....15
MP1
Attack13
Defense4
Agility3
Anti-Magic.....1
of Attacks.....1
of Moves2



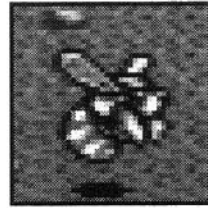
Venus Trap

7 XP, 6 S
Caldor Isle
HP.....18
MP0
Attack20
Defense10
Agility1
Anti-Magic.....2
of Attacks.....1
of Moves1



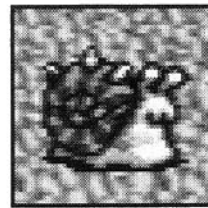
Grouser

8 XP, 8 S
Caldor Isle
HP.....45
MP0
Attack32
Defense8
Agility2
Anti-Magic.....8
of Attacks.....1
of Moves2



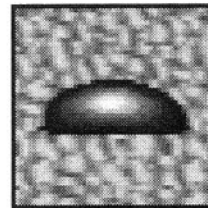
Killer Wasp

5 XP, 1 S
Caldor Isle
HP.....25
MP0
Attack20
Defense5
Agility17
Anti-Magic.....3
of Attacks.....1
of Moves4



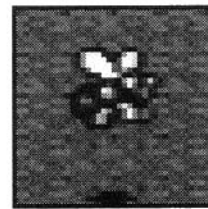
Escargotgo

5 XP, 4 S
White Dragon Cave, Lighthouse
HP.....32
MP16
Attack23
Defense5
Agility2
Anti-Magic.....8
of Attacks.....1
of Moves1



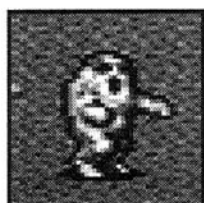
Slime

3 XP, 10 S
White Dragon Cave
HP.....15
MP0
Attack19
Defense1
Agility3
Anti-Magic.....10
of Attacks.....1
of Moves1



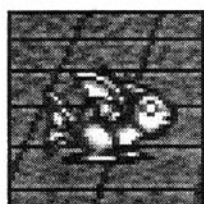
Mutant Fly

4 XP, 2 S
Weird Woods, Lighthouse
HP3
MP0
Attack16
Defense5
Agility15
Anti-Magic.....5
of Attacks.....1
of Moves4



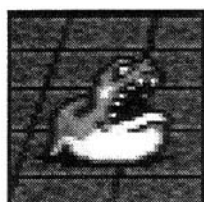
Zombie

8 XP, 12 S
Weird Woods
HP.....36
MP.....20
Attack.....25
Defense.....10
Agility.....1
Anti-Magic.....20
of Attacks.....1
of Moves.....1



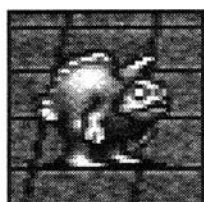
Fatal Hopper

17 XP, 8 S
Meribian Sewers, Katarina Zone
HP.....30
MP.....0
Attack.....50
Defense.....63
Agility.....15
Anti-Magic.....3
of Attacks.....1
of Moves.....6



Grog Snake

10 XP, 9 S
Meribian Sewers
HP.....20
MP.....29
Attack.....37
Defense.....58
Agility.....4
Anti-Magic.....7
of Attacks.....1
of Moves.....1



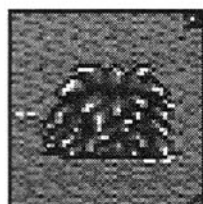
Gurgler

7 XP, 14 S
Meribian Sewers, Cave of Trial
HP.....20
MP.....0
Attack.....32
Defense.....61
Agility.....26
Anti-Magic.....10
of Attacks.....1
of Moves.....3



Water Dragon

90 XP, 111 S
Meribian Sewers
HP.....250
MP.....3000
Attack.....48
Defense.....255
Agility.....1
Anti-Magic.....12
of Attacks.....1
of Moves.....0



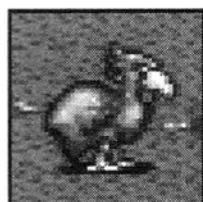
Ambush

13 XP, 8 S
Katarina Zone
HP.....40
MP.....0
Attack.....55
Defense.....1
Agility.....2
Anti-Magic.....3
of Attacks.....2
of Moves.....1



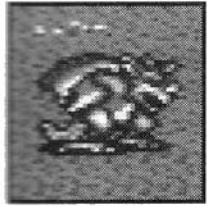
Gigaflly

18 XP, 16 S
Katarina Zone
HP.....41
MP.....0
Attack.....32
Defense.....8
Agility.....10
Anti-Magic.....9
of Attacks.....1
of Moves.....3



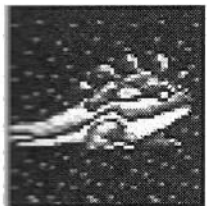
Tormentor

14 XP, 30 S
Katarina Zone
HP.....26
MP.....0
Attack.....35
Defense.....10
Agility.....14
Anti-Magic.....10
of Attacks.....1
of Moves.....3



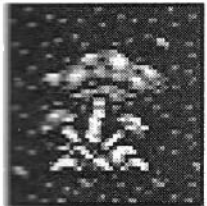
Wyburn

27 XP, 36 S
Katarina Zone, Marius Zone
HP.....55
MP0
Attack43
Defense6
Agility15
Anti-Magic.....20
of Attacks.....1
of Moves4



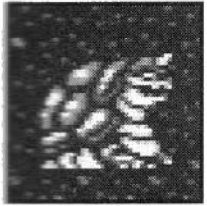
Dead Pole

20 XP, 20 S
Cave of Trial
HP.....40
MP45
Attack46
Defense65
Agility14
Anti-Magic.....7
of Attacks.....1
of Moves1



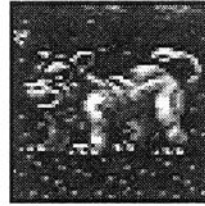
Death 'Shroom

10 XP, 20 S
Cave of Trial
HP.....25
MP0
Attack38
Defense62
Agility16
Anti-Magic.....2
of Attacks.....1
of Moves1



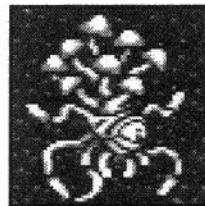
Mutant Turtle

11 XP, 18 S
Cave of Trial
HP.....28
MP0
Attack42
Defense118
Agility7
Anti-Magic.....5
of Attacks.....1
of Moves2



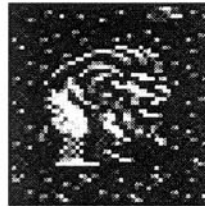
Bronze Dog

41 XP, 35 S
Cave of Trial
HP.....68
MP0
Attack60
Defense200
Agility13
Anti-Magic.....1
of Attacks.....1
of Moves1



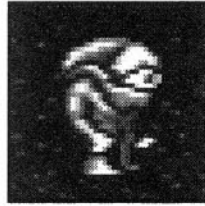
Truffle Troubler

160 XP, 154 S
Cave of Trial
HP.....300
MP0
Attack50
Defense90
Agility2
Anti-Magic.....1
of Attacks.....3
of Moves1



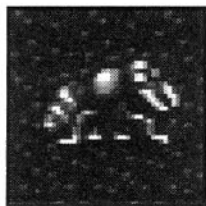
Great Lion

45 XP, 13 S
Island Cave
HP.....70
MP0
Attack63
Defense3
Agility13
Anti-Magic.....15
of Attacks.....1
of Moves3



Monocrop

30 XP, 15 S
Island Cave
HP.....45
MP0
Attack67
Defense7
Agility2
Anti-Magic.....25
of Attacks.....1
of Moves1



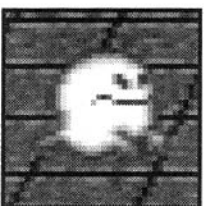
Mutant Ant
30 XP, 14 S
Island Cave
HP.....30
MP0
Attack55
Defense20
Agility17
Anti-Magic.....2
of Attacks.....2
of Moves2



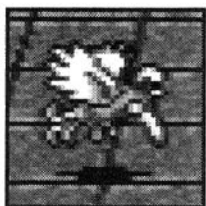
Lizard
182 XP, 41 S
Island Cave
HP.....230
MP0
Attack60
Defense10
Agility13
Anti-Magic.....20
of Attacks.....1
of Moves3



Air Elemental
40 XP, 14 S
Silver Spire, Crystal Tower
HP.....43
MP0
Attack52
Defense40
Agility20
Anti-Magic.....9
of Attacks.....1
of Moves3



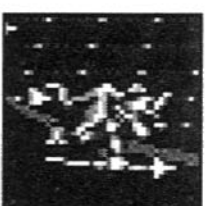
Ghost
44 XP, 32 S
Silver Spire, Crystal Tower
HP.....90
MP0
Attack73
Defense1
Agility2
Anti-Magic.....7
of Attacks.....1
of Moves3



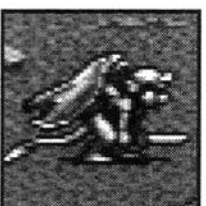
Hummingbyrd
40 XP, 28 S
Silver Spire
HP.....45
MP30
Attack67
Defense34
Agility14
Anti-Magic.....8
of Attacks.....1
of Moves1



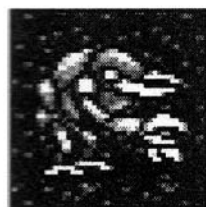
Banshee Fowl
48 XP, 32 S
Crystal Tower
HP.....60
MP0
Attack75
Defense6
Agility7
Anti-Magic.....18
of Attacks.....1
of Moves4



Piper
330 XP, 42 S
Star Chamber, Burg Springs
HP.....375
MP0
Attack69
Defense20
Agility15
Anti-Magic.....30
of Attacks.....1
of Moves2



Gargoyle
350 XP, 36 S
Burg, Burg Springs
HP.....400
MP0
Attack60
Defense30
Agility15
Anti-Magic.....20
of Attacks.....1
of Moves2



Count Antula

58 XP, 42 S
Barrier
HP.....42
MP30
Attack70
Defense35
Agility18
Anti-Magic39
of Attacks1
of Moves2



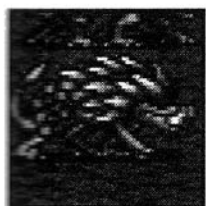
Demon Wolf

51 XP, 24 S
Barrier
HP.....34
MP0
Attack61
Defense22
Agility17
Anti-Magic47
of Attacks1
of Moves5



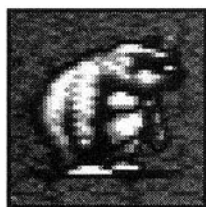
Lava Worm

61 XP, 39 S
Barrier
HP.....60
MP0
Attack65
Defense20
Agility6
Anti-Magic43
of Attacks1
of Moves1



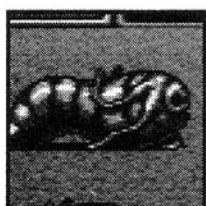
Death Mutt

89 XP, 29 S
Marius Zone
HP.....111
MP10
Attack75
Defense48
Agility12
Anti-Magic35
of Attacks1
of Moves2



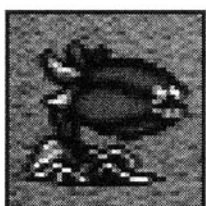
Grolly

65 XP, 24 S
Marius Zone
HP.....57
MP0
Attack70
Defense35
Agility2
Anti-Magic2
of Attacks1
of Moves1



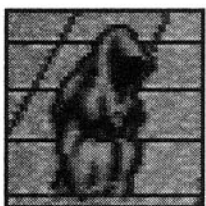
Death Worm

64 XP, 19 S
Eastern Desert
HP.....338
MP0
Attack100
Defense15
Agility22
Anti-Magic122
of Attacks1
of Moves1



Man-Eating Plant

82 XP, 36 S
Eastern Desert
HP.....100
MP0
Attack120
Defense25
Agility52
Anti-Magic180
of Attacks1
of Moves0



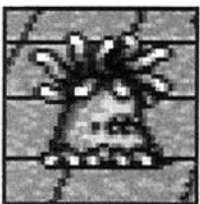
Pious Reaper

124 XP, 120 S
Damon's Spire
HP.....52
MP30
Attack60
Defense255
Agility10
Anti-Magic4
of Attacks1
of Moves2



Rufus

90 XP, 33 S
Damon's Spire
HP.....135
MP0
Attack130
Defense48
Agility3
Anti-Magic.....53
of Attacks.....1
of Moves2



Vicious Vegetable

78 XP, 27 S
Damon's Spire
HP.....87
MP0
Attack72
Defense30
Agility19
Anti-Magic.....16
of Attacks.....1
of Moves1



Scorpion

92 XP, 52 S
Marius Zone
HP.....94
MP0
Attack120
Defense55
Agility21
Anti-Magic.....4
of Attacks.....1
of Moves2



Skull Fish

70 XP, 18 S
Marius Zone
HP.....48
MP0
Attack70
Defense35
Agility16
Anti-Magic.....30
of Attacks.....3
of Moves2



Earth Elemental

100 XP, 38 S
Red Dragon Cave
HP.....262
MP0
Attack83
Defense42
Agility3
Anti-Magic.....6
of Attacks.....3
of Moves0



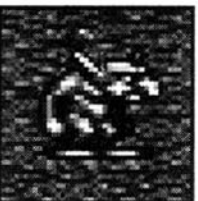
Hermit Crab

86 XP, 22 S
Red Dragon Cave
HP.....49
MP0
Attack82
Defense19
Agility22
Anti-Magic.....19
of Attacks.....1
of Moves4



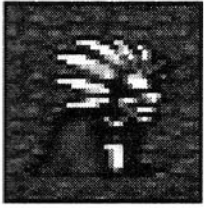
Wasteoid

105 XP, 15 S
Red Dragon Cave
HP.....56
MP30
Attack72
Defense6
Agility10
Anti-Magic.....12
of Attacks.....1
of Moves2



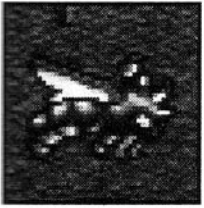
Goblin

168 XP, 19 S
Stadius Zone
HP.....80
MP56
Attack65
Defense20
Agility16
Anti-Magic.....20
of Attacks.....2
of Moves4



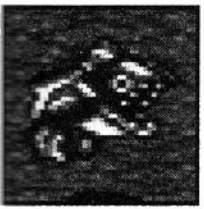
Mage Goblin

160 XP, 62 S
Stadius Zone
HP.....102
MP210
Attack58
Defense13
Agility10
Anti-Magic72
of Attacks1
of Moves1



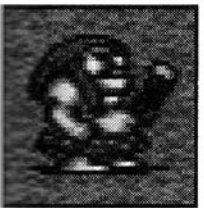
Monster Wasp

159 XP, 33 S
Stadius Zone
HP.....120
MP0
Attack87
Defense12
Agility25
Anti-Magic35
of Attacks1
of Moves3



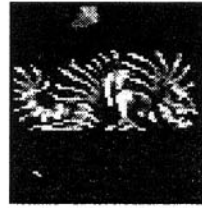
Nightmare

100 XP, 24 S
Stadius Zone
HP.....65
MP0
Attack69
Defense13
Agility28
Anti-Magic25
of Attacks1
of Moves5



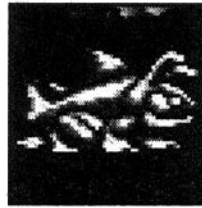
Ogre

142 XP, 16 S
Stadius Zone
HP.....98
MP0
Attack78
Defense36
Agility16
Anti-Magic35
of Attacks2
of Moves2



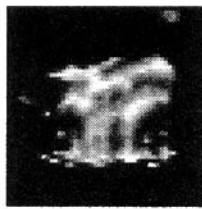
Dragonfish

143 XP, 33 S
Red Dragon Cave
HP.....49
MP90
Attack92
Defense120
Agility12
Anti-Magic1
of Attacks2
of Moves2



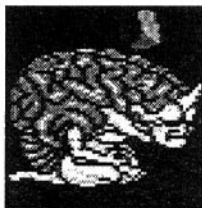
Ghoul Fish

114 XP, 33 S
Red Dragon Cave
HP.....62
MP60
Attack76
Defense12
Agility1
Anti-Magic50
of Attacks2
of Moves2



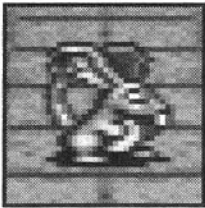
Water Elemental

137 XP, 38 S
Red Dragon Cave
HP.....115
MP20
Attack94
Defense2
Agility19
Anti-Magic120
of Attacks1
of Moves1

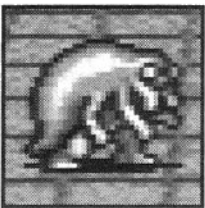


Brainiac

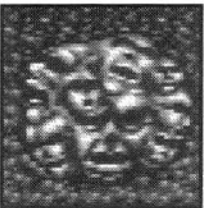
1988 XP, 140 S
Red Dragon Cave
HP.....2200
MP115
Attack110
Defense40
Agility18
Anti-Magic40
of Attacks3
of Moves1



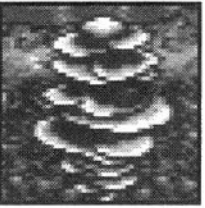
Cave Rat
14 XP, 14 S
Myght's Lab
HP.....46
MP0
Attack82
Defense23
Agility32
Anti-Magic.....20
of Attacks.....1
of Moves6



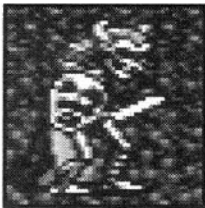
Squibbler
28 XP, 45 S
Myght's Lab
HP.....112
MP0
Attack108
Defense30
Agility21
Anti-Magic112
of Attacks.....1
of Moves2



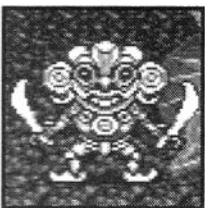
Slice O' Dead
600 XP, 60 S
Grimzol's Cave, Dark Cave
HP.....600
MP172
Attack108
Defense42
Agility15
Anti-Magic98
of Attacks.....4
of Moves0



Slicer
294 XP, 50 S
Grimzol's Cave
HP.....75
MP0
Attack142
Defense42
Agility40
Anti-Magic.....3
of Attacks.....1
of Moves6



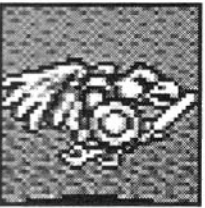
Undead Warrior
331 XP, 21 S
Grimzol's Cave, Dark Cave
HP.....155
MP0
Attack102
Defense72
Agility26
Anti-Magic.....31
of Attacks.....1
of Moves3



Inca God
4000 XP, 157 S
Grimzol's Cave
HP.....2340
MP0
Attack111
Defense51
Agility36
Anti-Magic40
of Attacks.....4
of Moves1



Spider Crab
371 XP, 32 S
Dark Cave
HP.....204
MP0
Attack111
Defense25
Agility36
Anti-Magic30
of Attacks.....1
of Moves7

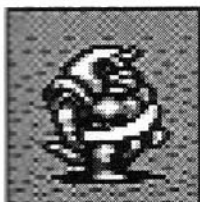


Birdbrain
451 XP, 95 S
The Frontier, Taben's Tower, Grindery
HP.....160
MP0
Attack108
Defense8
Agility32
Anti-Magic21
of Attacks.....1
of Moves5



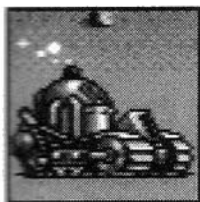
Lizard Commander

551 XP, 42 S
The Frontier, Talon Mine
HP.....181
MP0
Attack110
Defense45
Agility25
Anti-Magic.....67
of Attacks.....1
of Moves3



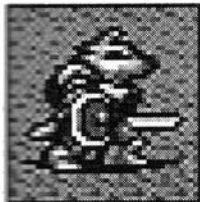
Lizard Guard

410 XP, 91 S
The Frontier, Talon Mine
HP.....99
MP0
Attack129
Defense64
Agility18
Anti-Magic.....5
of Attacks.....1
of Moves3



Mecha-Tank

790 XP, 80 S
The Frontier, Talon Mine, Taben's Tower
HP.....150
MP0
Attack141
Defense112
Agility3
Anti-Magic.....2
of Attacks.....1
of Moves1



Wolf Guard

444 XP, 70 S
The Frontier, Talon Mine
HP.....102
MP0
Attack112
Defense53
Agility34
Anti-Magic.....32
of Attacks.....1
of Moves4



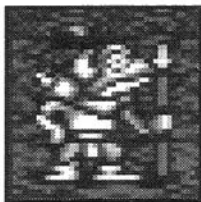
Demi-Diablo

423 XP, 57 S
Black Dragon Cave
HP.....158
MP0
Attack125
Defense28
Agility21
Anti-Magic.....47
of Attacks.....1
of Moves5



Diablos

326 XP, 45 S
Black Dragon Cave
HP.....220
MP0
Attack124
Defense36
Agility20
Anti-Magic.....56
of Attacks.....2
of Moves3



Lagoon Goon

184 XP, 109 S
Black Dragon Cave, Taben's Tower, Grindery
HP.....75
MP0
Attack96
Defense10
Agility19
Anti-Magic.....25
of Attacks.....1
of Moves2



Ultra-Raptor

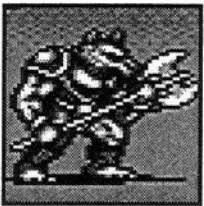
250 XP, ** S
Black Dragon Cave
HP.....270
MP0
Attack80
Defense40
Agility13
Anti-Magic.....20
of Attacks.....1
of Moves3

Monsters



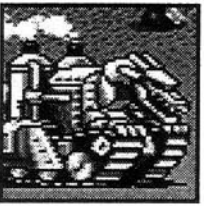
Chaos Fiend

1000 XP, 70 S
Black Dragon Cave
HP620
MP130
Attack160
Defense15
Agility28
Anti-Magic3
of Attacks2
of Moves1



Wolf Captain

5000 XP, 131 S
Talon Mine
HP1122
MP0
Attack200
Defense106
Agility47
Anti-Magic70
of Attacks1
of Moves5



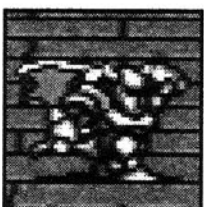
Dragon Tank

6000 XP, 372 S
Talon Mine, Grindery
HP1800
MP0
Attack151
Defense110
Agility22
Anti-Magic2
of Attacks3
of Moves3



Black Dragon

5000 XP, 519 S
Black Dragon Cave
HP4900
MP500
Attack180
Defense62
Agility25
Anti-Magic60
of Attacks2
of Moves1



Dark Knight

942 XP, 99 S
Taben's Tower, Grindery
HP320
MP0
Attack120
Defense52
Agility63
Anti-Magic8
of Attacks3
of Moves3



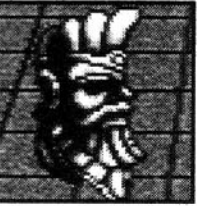
Devastator

842 XP, 77 S
Taben's Tower
HP180
MP0
Attack170
Defense150
Agility5
Anti-Magic3
of Attacks2
of Moves3



Knight Tank

3750 XP, 311 S
Taben's Tower, Grindery
HP1750
MP0
Attack152
Defense160
Agility23
Anti-Magic30
of Attacks2
of Moves2



Mynos Head

754 XP, 189 S
Goddess' Tower
HP600
MP0
Attack155
Defense18
Agility42
Anti-Magic72
of Attacks1
of Moves5



Skewer Sentry

549 XP, 124 S
Goddess' Tower
HP.....400
MP0
Attack165
Defense41
Agility35
Anti-Magic52
of Attacks1
of Moves1



Dragon Angel

2000 XP, 401 S
Goddess' Tower
HP.....1800
MP300
Attack180
Defense200
Agility35
Anti-Magic60
of Attacks1
of Moves1



Arch-Fiend

1531 XP, 158 S
The Frontier
HP.....360
MP60
Attack169
Defense80
Agility18
Anti-Magic30
of Attacks3
of Moves3



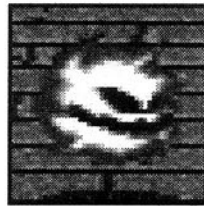
Nergol

1095 XP, 111 S
The Frontier
HP.....200
MP0
Attack180
Defense75
Agility35
Anti-Magic60
of Attacks1
of Moves3



Asmodeus

910 XP, 140 S
The Frontier
HP.....230
MP0
Attack149
Defense72
Agility21
Anti-Magic26
of Attacks1
of Moves3



Fire Elemental

2500 XP, 558 S
Grindery
HP.....2800
MP0
Attack152
Defense155
Agility40
Anti-Magic62
of Attacks1
of Moves5



Mynotauros

1043 XP, 158 S
Ghaleon's Palace
HP.....190
MP0
Attack135
Defense90
Agility38
Anti-Magic24
of Attacks1
of Moves3



Roardusa

1976 XP, 129 S
Ghaleon's Palace
HP.....330
MP30
Attack150
Defense90
Agility10
Anti-Magic32
of Attacks1
of Moves3



Ultra-Fiend

2470 XP, 194 S

Ghaleon's Palace

HP.....580

MP300

Attack168

Defense100

Agility13

Anti-Magic52

of Attacks.....2

of Moves1



Xenobia

15000 XP, 0 S

Ghaleon's Palace 10F

HP4185

MP200

Attack152

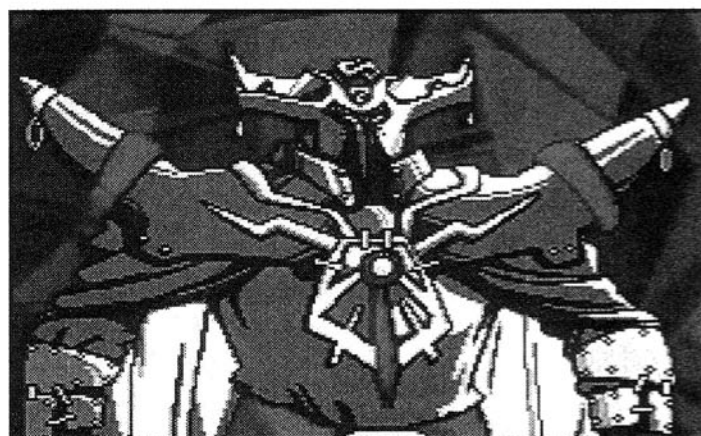
Defense100

Agility26

Anti-Magic.....65

of Attacks.....4

of Moves1



Evil Ghaleon

? XP, ? S

???

HP?

HP?

Attack.....?

Defense.....?

Agility.....?

Anti-Magic?

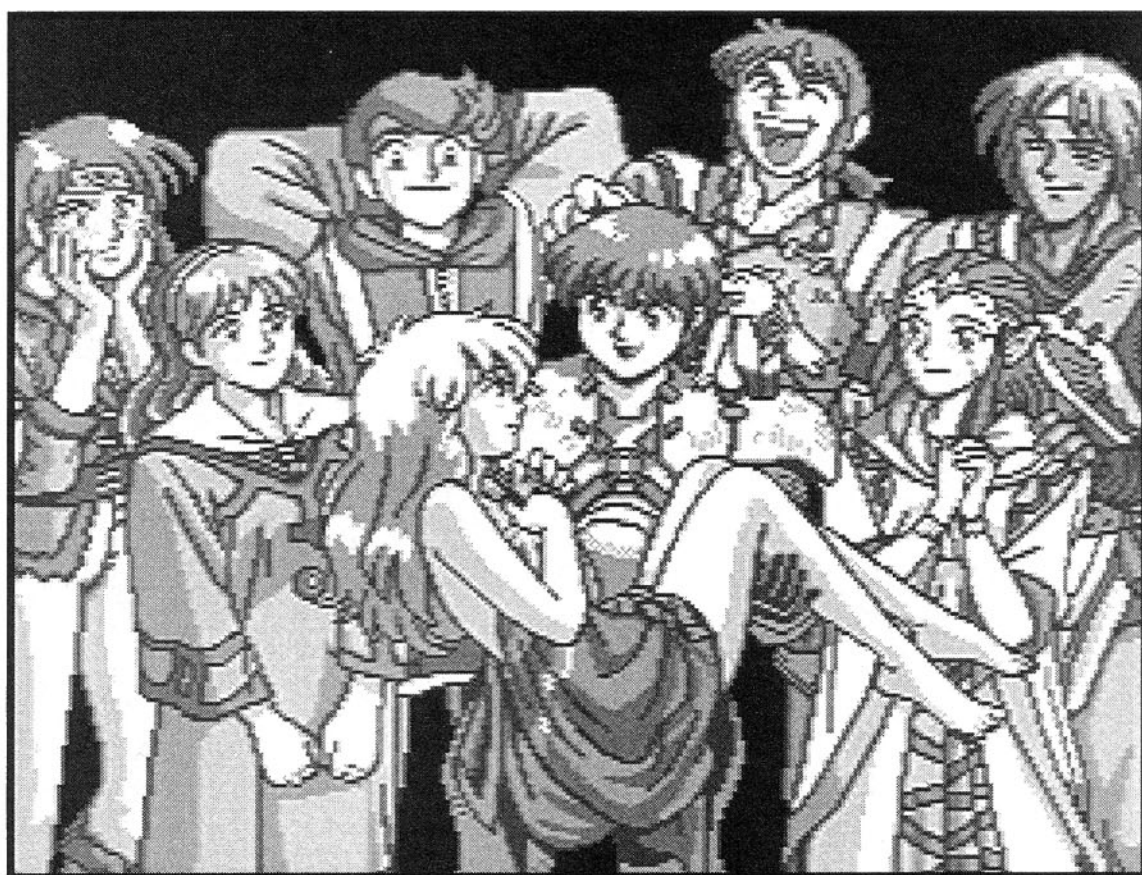
of Attacks?

of Moves.....?

Walkthrough

Introduction

Whoomp, here it is! The mother of all walkthroughs, teeming with massive maps of every major location and pictures that walk you through the game from start to finish. Please note that we did not use a crappy fictional writing style like you find in so many hint books. Can you imagine this chapter written in flowery third-person prose? "Luna emerged slowly from the bushes, her eyes moist and glistening, her hair flowing in the light breeze..." Blech! No, sir, we don't take this hint book thing too seriously; we've kept it simple and just given you the bitchin' maps and pictures that you crave. Also note that we assume you're talking to everyone in each town to find out information; this would be a *real* long walkthrough if we had to guide you to every person in every building in every town.





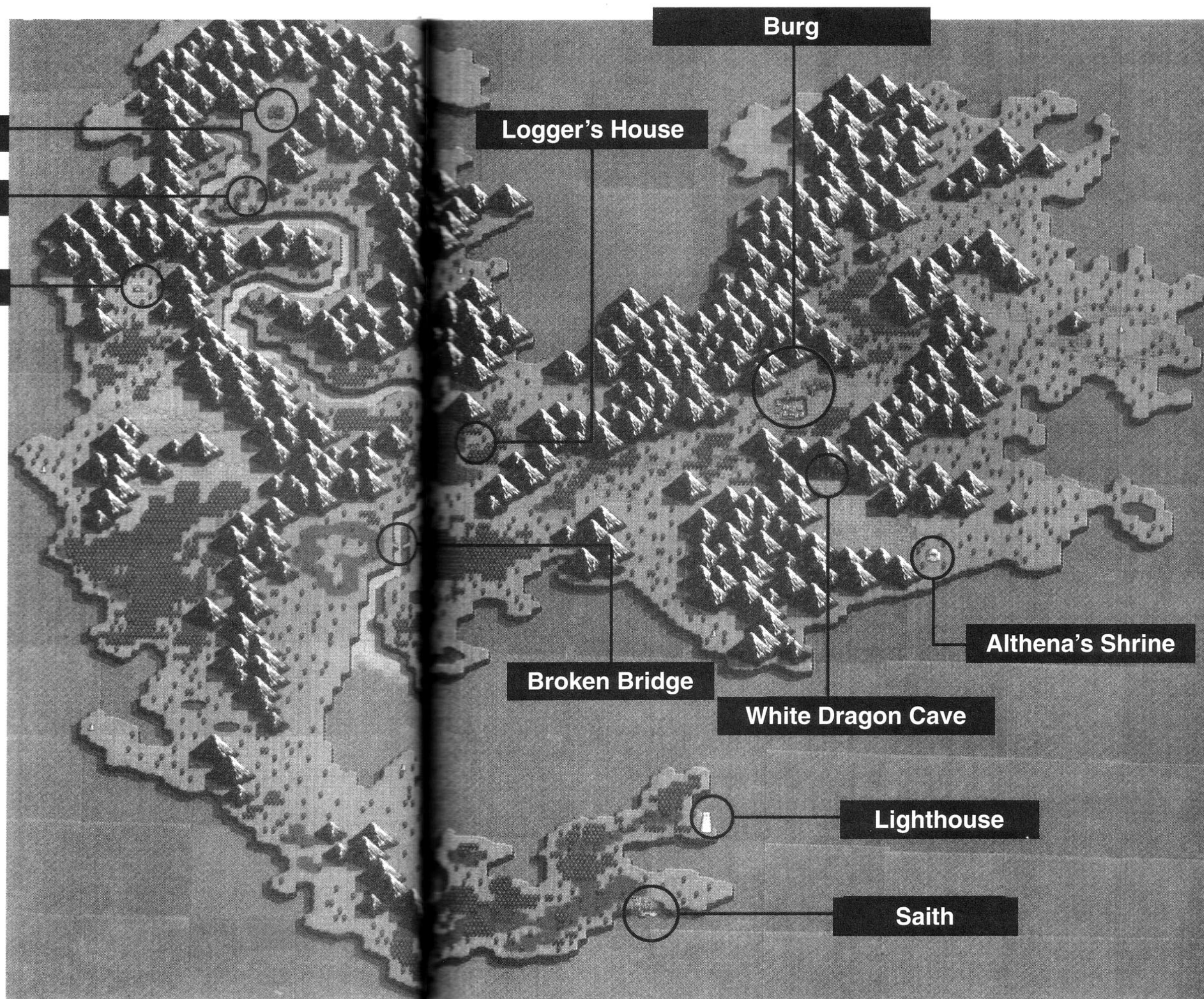
Weird Woods

MP Shrine

Old Hag's House

Part I: Caldor Isle

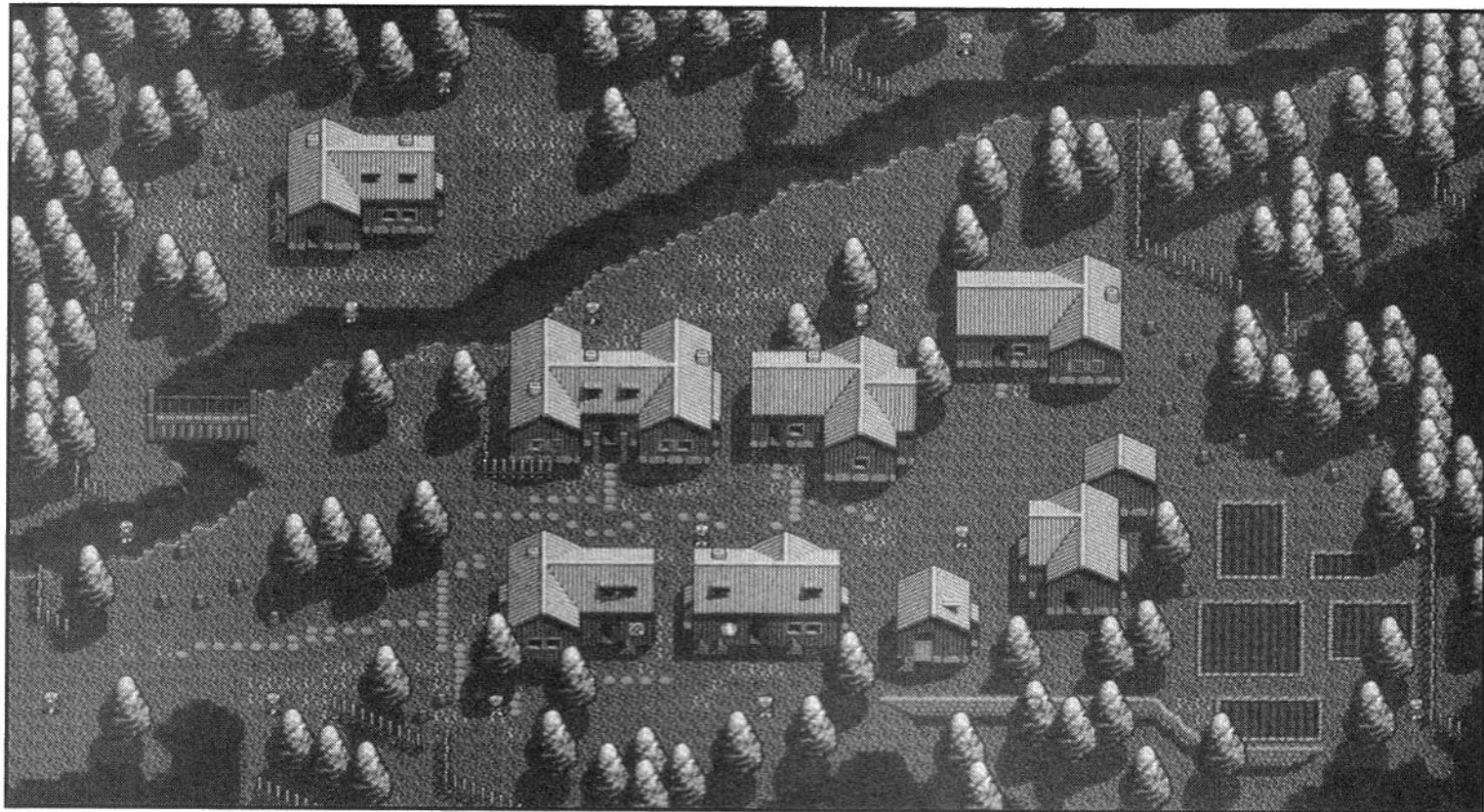
This large island is the location of several sleepy towns, including Burg, where Alex and Luna live, and where they begin their adventure. Shrines are plentiful and the wandering monsters are wimpy. Your major goal for this first part of *Lunar* is simply to get off of the Isle!





BURG

MONSTERS: Albino Baboon, Dung Beetle, Flytrapper, Grouser, Killer Wasp



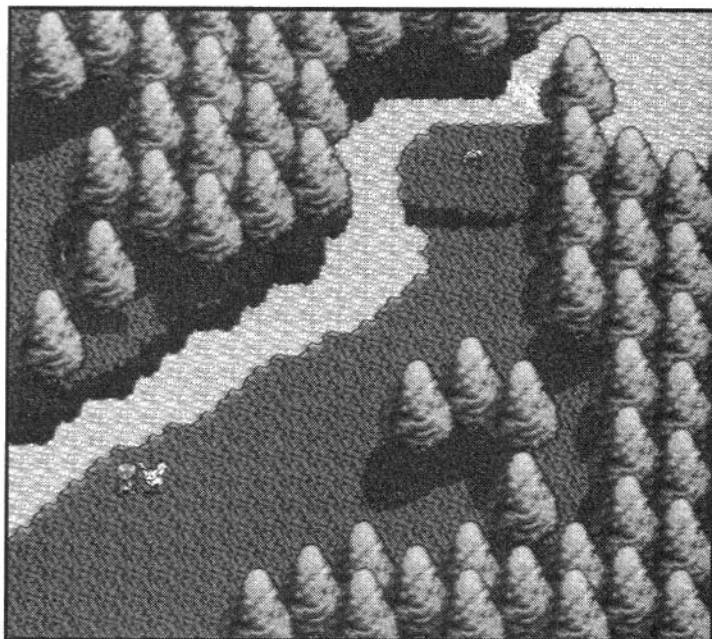
ITEM SHOP

Peasant Clothes	90
Heavy Clothes	230
Herb	80
Meal Rations	30
Holy Water	10

WEAPON SHOP

Dagger	100
Short Sword	500
Sling	100

- ★ You start the game at Dyne's Memorial, a monument to the fallen Dragonmaster just north of Burg. Nall arrives on the scene to get you. Leave the Memorial and walk south to meet up with Ramus. He's heard that the dragon in the White Dragon Cave has a huge diamond, and he thinks you should make it your first big adventure. Sounds good! When Ramus leaves, follow him into Burg.
- ★ Visit your house in the northwest corner of Burg and talk to your mom and dad. (Dad's name is Noah.) Mom mentions that Luna is waiting for you at the Burg



BURG SPRINGS



Springs outside of town. There's a locked chest in the basement that you can't open just yet.

- ★ Ramus's house is the first house across the bridge, with the guard outside. Ramus won't be ready to go until you meet Luna at the Springs. You also won't be able to get anything from the Weapon Shop until Luna is with you. When you're done exploring, leave Burg and walk north to Burg Springs.



Ramus corners you at Dyne's Memorial and talks you into your first adventure.



Noah shows a healthy interest in his son's activities.

- ★ Walk to the top of the Springs and you find a flower bouquet, but no Luna. Don't worry, because she pops out of the bushes a few seconds later. After your jam session for the festival, and your confession that you're headed for the White Dragon Cave, Luna joins you. Leave the Springs and return to Burg.



"Luna emerged slowly from the bushes, her eyes moist and glistening..." (Aargh!)



Nall is a sarcastic little bugger, but you'll learn to love him. Really. We swear.

- ★ Try to open the chest in the basement of your house and Nall helpfully suggests that you need a key. Talk to Noah to get the Chest Key, then go back and open the chest. Inside is a Dagger and Heavy Clothes. Equip Alex with them and go to Ramus's house. Talk to his nanny to find out that he's waiting at the village entrance.

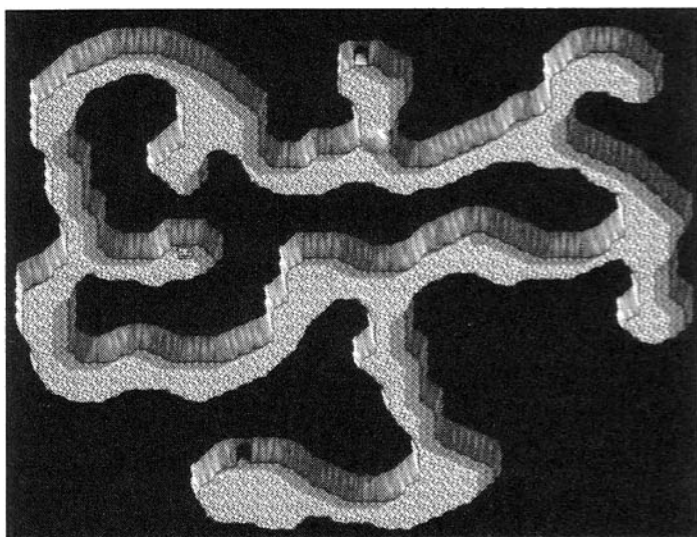


- ★ Go to the Weapon Shop and the owner will now help you. Buy a Sling for Luna and equip it, then sell your Peasant Clothes. Go to the village entrance and talk to Ramus to get him to join the party. Time to leave Burg and head for the White Dragon Cave. Stop at the small shrine along the way to rest and heal your party before you go inside.

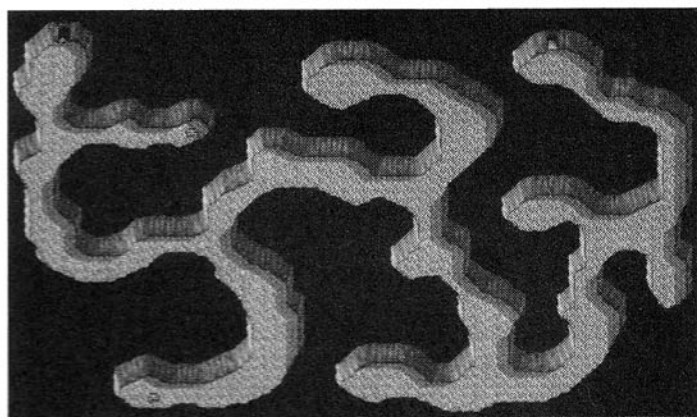
WHITE DRAGON CAVE

MONSTERS: Slime, Escargotgo

- ★ When you first enter the Cave, there's a huge ball of ice in your way. Ramus says that he can get through it with a magic ring at his house. Head back to Burg and search the cabinet in the upper-left corner of his house to find the Old Ring. Return to the Cave and use the Ring to get through the ice ball. (Walk up to the ball and press A to use the Ring. This is how to use most of the special items in *Lunar*.)

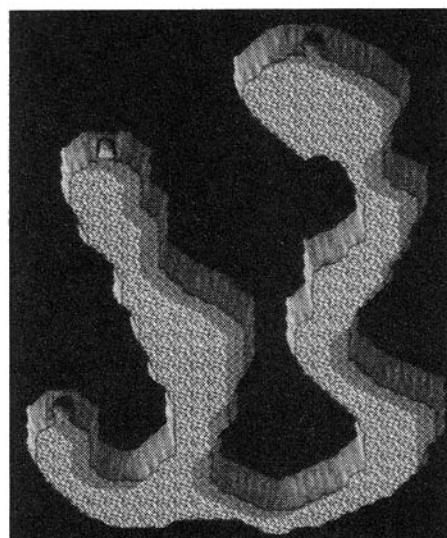


WHITE DRAGON CAVE B1



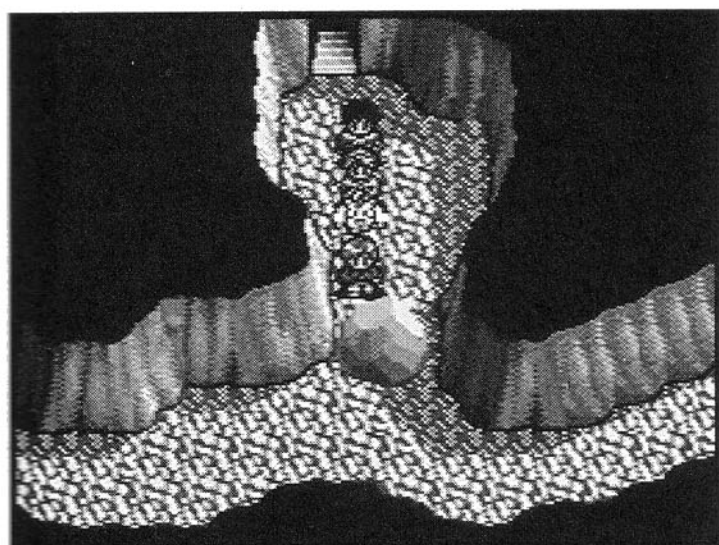
WHITE DRAGON CAVE B2

- ★ There are two doors on Floor B3. The left cave leads to a stone altar with a strange purple object at the top, but there's nothing you can do in here yet. The right cave leads to the chamber of Quark, the White Dragon. Talk to Quark to obtain the Dragon Ring and keep talking until he recognizes Luna and gives you the Dragon Diamond, which happens to be a piece of dragon dung. Gross. The entire party gets 20 XP when you get the Diamond. Equip Alex with the Dragon Ring and leave the Cave.



WHITE DRAGON CAVE B3

- ★ Return to Burg and buy Alex a Short Sword from the Weapon Shop. (If you don't have enough Silver, fight monsters outside of Burg until you do.) Now try to sell the Diamond at BOTH shops in Burg. One of the shopkeepers tells you to head for the richer shops in Meribia. To get to Meribia,



A chunk of frozen ice prevents you from entering the White Dragon Cave.

- you have to catch a boat from Saith.
- ★ Leave town and walk west to the broken bridge. Press the A button to try to cross the bridge (you can't, of course). Now go northeast to the Logger's House. Talk to the Logger inside the house. He can fix the bridge, but he absentmindedly left his Axe in the Weird Woods. And, naturally, he expects you to go get it. Leave the house and follow the river to the north to find the Weird Woods.



Go back to Ramus' house and search the cabinet to find the Old Ring.



Quark waits for you at the bottom of the Cave. (Quite a wise dragon, ain't he?)



Burg's item shop can't afford the Dragon Diamond, but Meribia's shop can.



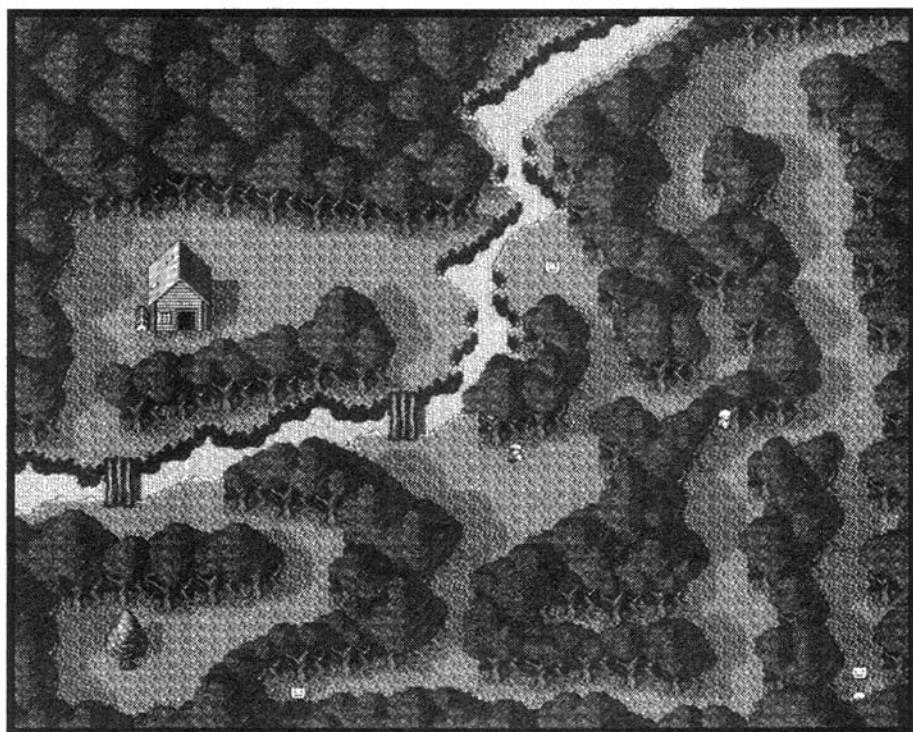
Nall states the obvious.



WEIRD WOODS

MONSTERS: Mutant Fly, Zombie

- ★ A friendly old traveler named Laike is hangin' out near the bridge in the Woods. Talk to him (as Nall points out, he seems a bit *too* friendly) and finish exploring the Woods to open the chests. Enter the shed and take the Woodcutter Axe.
- ★ Return to the Logger's House and give him his Axe. He leaves to fix the bridge and your party gets 15 XP. His wife mentions that he works slowly and that you should check on the bridge later. No problem—you have stuff to do anyway!
- ★ Go back to Burg and Ramus leaves the party to ask his dad if he can go to Meribia. Go to Alex's house and talk to Noah. He gives you the Father's Letter that you need to get a boat in Saith. Talk to your mom and say "Sorry, I've decided" to get an extremely helpful 500 S.
- ★ Go to Ramus's house and talk to his parents (he's waiting at the village entrance again). Buy items if you need them, then go to the entrance and talk to Ramus so he rejoins the party. Walk back to the bridge (which is now fixed) and cross over, then walk south and east along the coast to reach the town of Saith. (The Grouser and Killer Wasp attack you for the first time on the other side of the bridge.)



WEIRD WOODS



Laike is prowling the Weird Woods when you run into him for the first time.



The Logger goes into hysterics because you found his Axe. Calm down, dude!

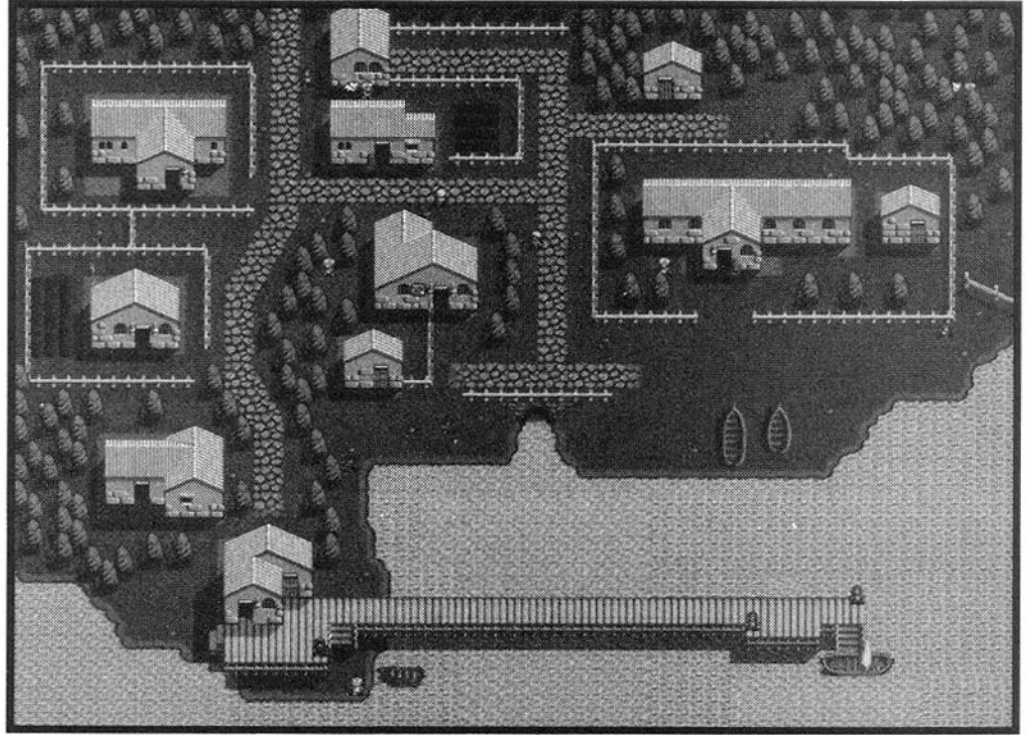


SAITH

WEAPON SHOP

Cane	300
Dagger	100
Short Sword	500
Axe	1500
Poison Darts	280

- ★ One of the house-dwellers tells you about the Four Heroes: Dragonmaster Dyne of Burg (dead and buried); Mel de Alkirk of Meribia, also known as Master Mel; Lemia Ausa, leader of the Vane Magic Guild; and Ghaleon, a great sage who is the premier of Vane. Another house-dweller tells you that Mel used to be a pirate and got in a seven-day-long scrap with Dyne.
- ★ Go to the Inn at the south end of town and talk to the captain of the Hispaniola, who lost his sea chart to a gambler named Brett in a card game. What a goober. Enter the Inn and talk to the boat keeper a few times to give him the Father's Letter, then talk to the woman on the left side of the Tavern to find out about the Old Hag. Finally, talk to Nash and say "Okay, let's go" to get him to join your party. He gives you the Water Cane to trade with the Old Hag. Leave town and walk northwest to the Old Hag's House.



SAITH OVERVIEW



The pirate captain can't take you to Meribia until he has a Sea Chart.



The woman in the Saith Inn tells you about the Old Hag of Caldor Isle.



OLD HAG'S HOUSE

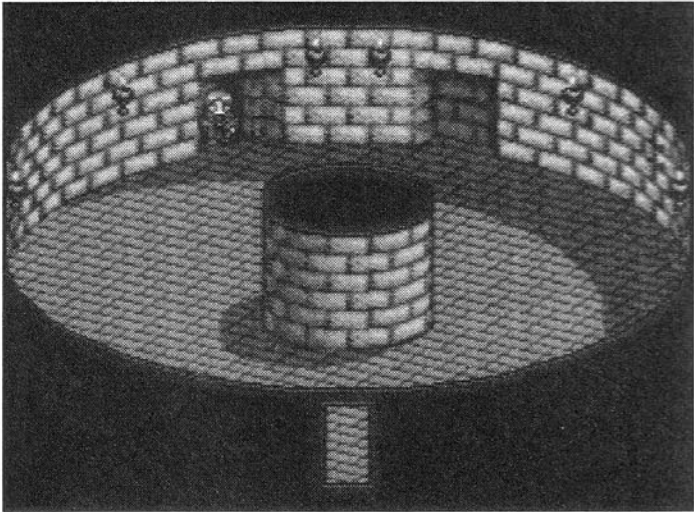
★ Give the Old Hag the Water Cane in exchange for the Sea Chart. Walk back to Saith and give the Chart to the pirate captain. He's stoked, but he can't sail until you light the Lighthouse so he can find his way. (Isn't it always daytime in this game, though?) When he gives you the Flint, head for the Lighthouse.



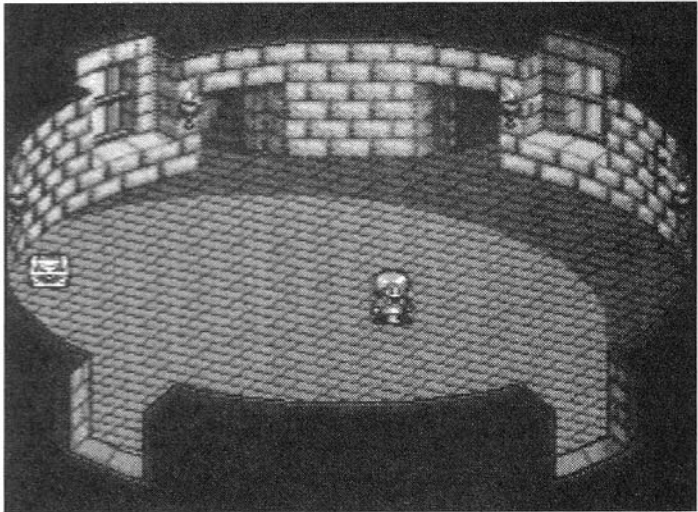
Make the trade with the Old Hag.

LIGHTHOUSE

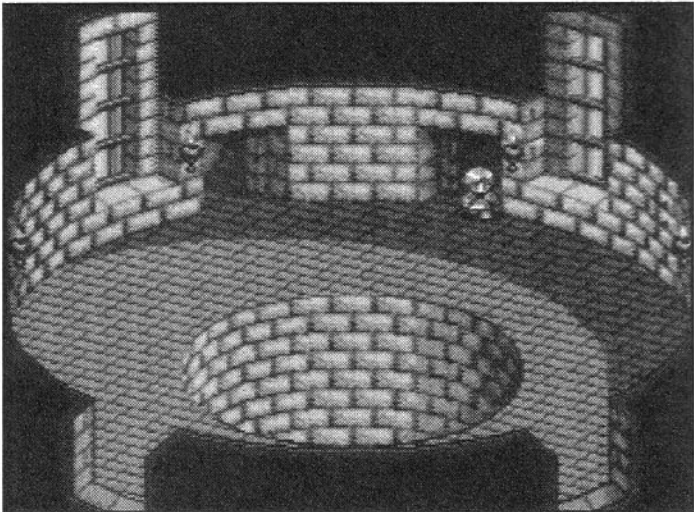
MONSTERS: Escargotgo, Mutant Fly



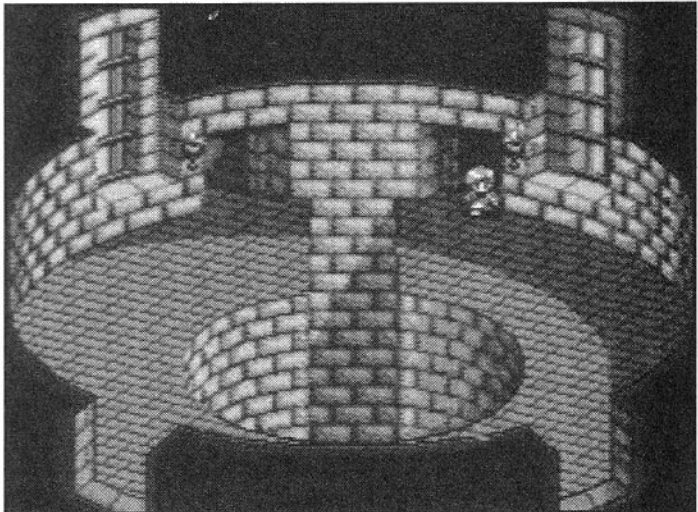
LIGHTHOUSE 1F



LIGHTHOUSE 2F



LIGHTHOUSE 3F

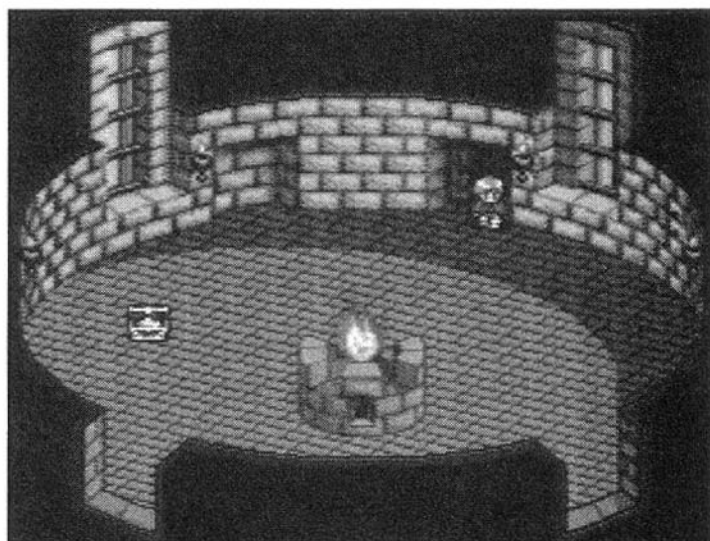


LIGHTHOUSE 4F



Walkthrough

- ★ Talk to the person next to the stairs on Floor 1F to restore your party's HP and MP (it's just like visiting a shrine), then start the climb to the top. Use Nash's Thunder Wave spell frequently, since it takes out the Mutant Flies with one hit.
- ★ When you reach Floor F5, open the chest for a Sling and use the Flint to light up the Lighthouse. Your party gets 10 XP each. Go back to Saith and talk to the woman in the Tavern (the one who told you about the Old Hag) for a 100 S reward. Go outside and talk to



LIGHTHOUSE 5F



Not one, but two types of monsters are living in the Lighthouse.

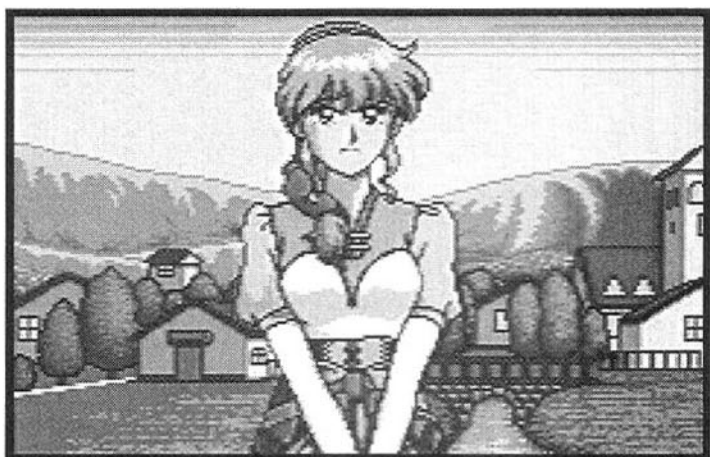


Once the Lighthouse is lit, you're ready to sail to Meribia and start the real adventure.

the pirate, who gets the boat ready to go. Walk to the end of the pier and Luna decides to leave and stay behind in Burg! D'ohh! After a sad goodbye, it's off to the rich port town of Meribia.



Alex keeps a stiff upper lip as he leaves Luna in Saith and heads for Meribia.

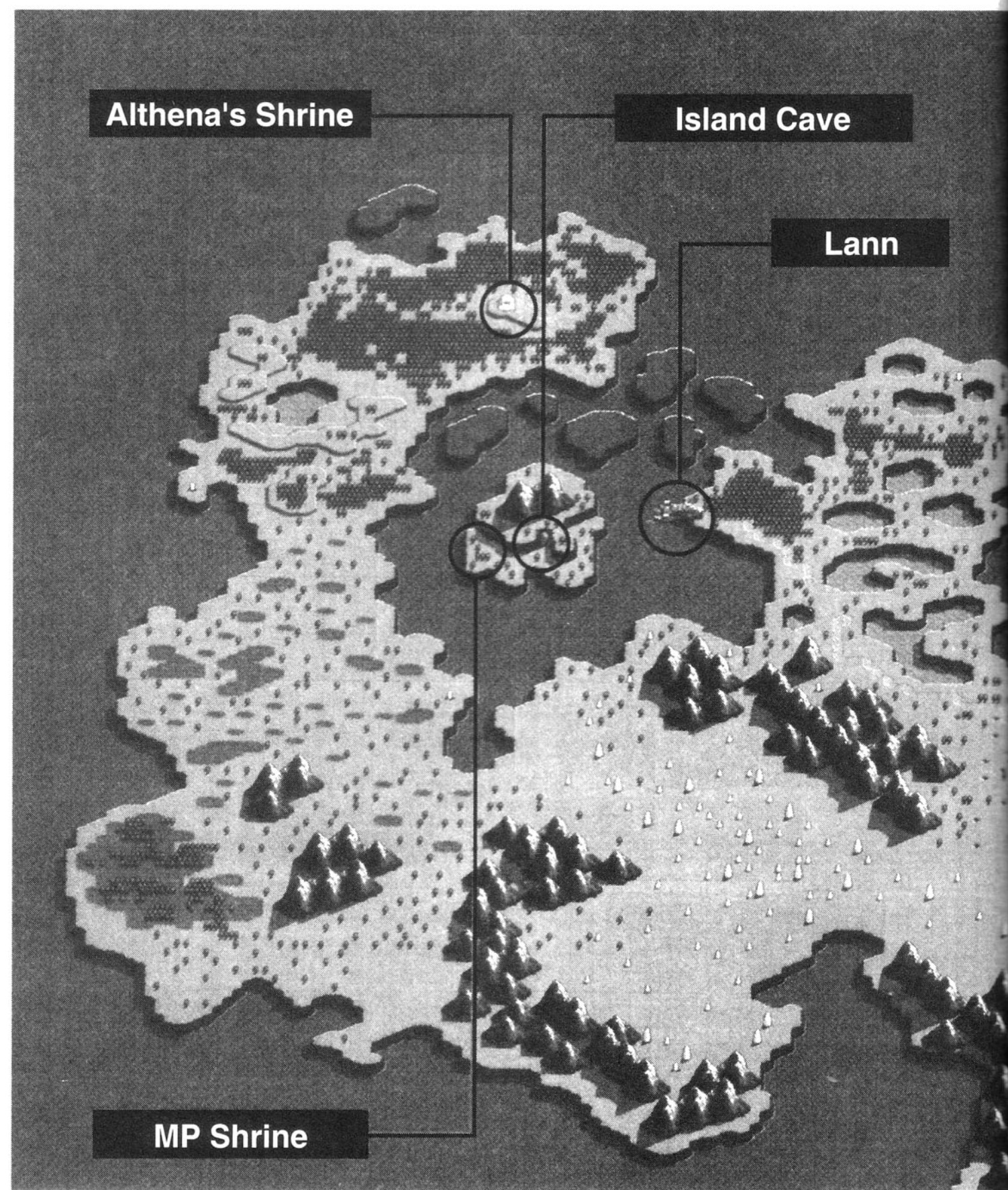


Enjoy this peaceful moment with Luna; the next time you see her, all hell breaks loose!

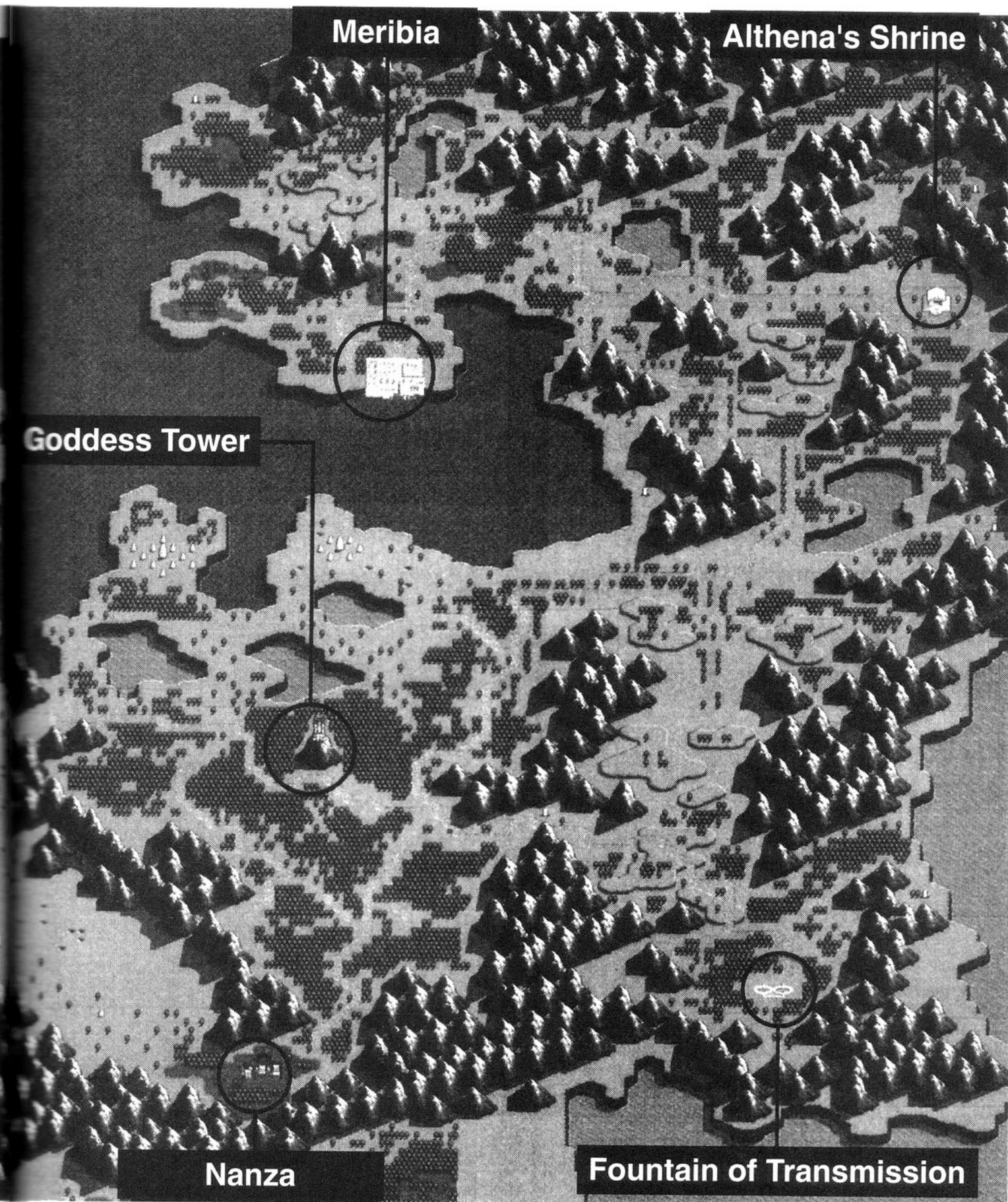


Part II: Katarina Zone

The cities in the Katarina Zone are bigger and have more powerful weapons and armor for sale, which you need against the more powerful monsters. Don't be afraid to stray from the paths connecting the towns, since you'll encounter just as many monsters whether you're walking down the paths or strolling through the mountains.



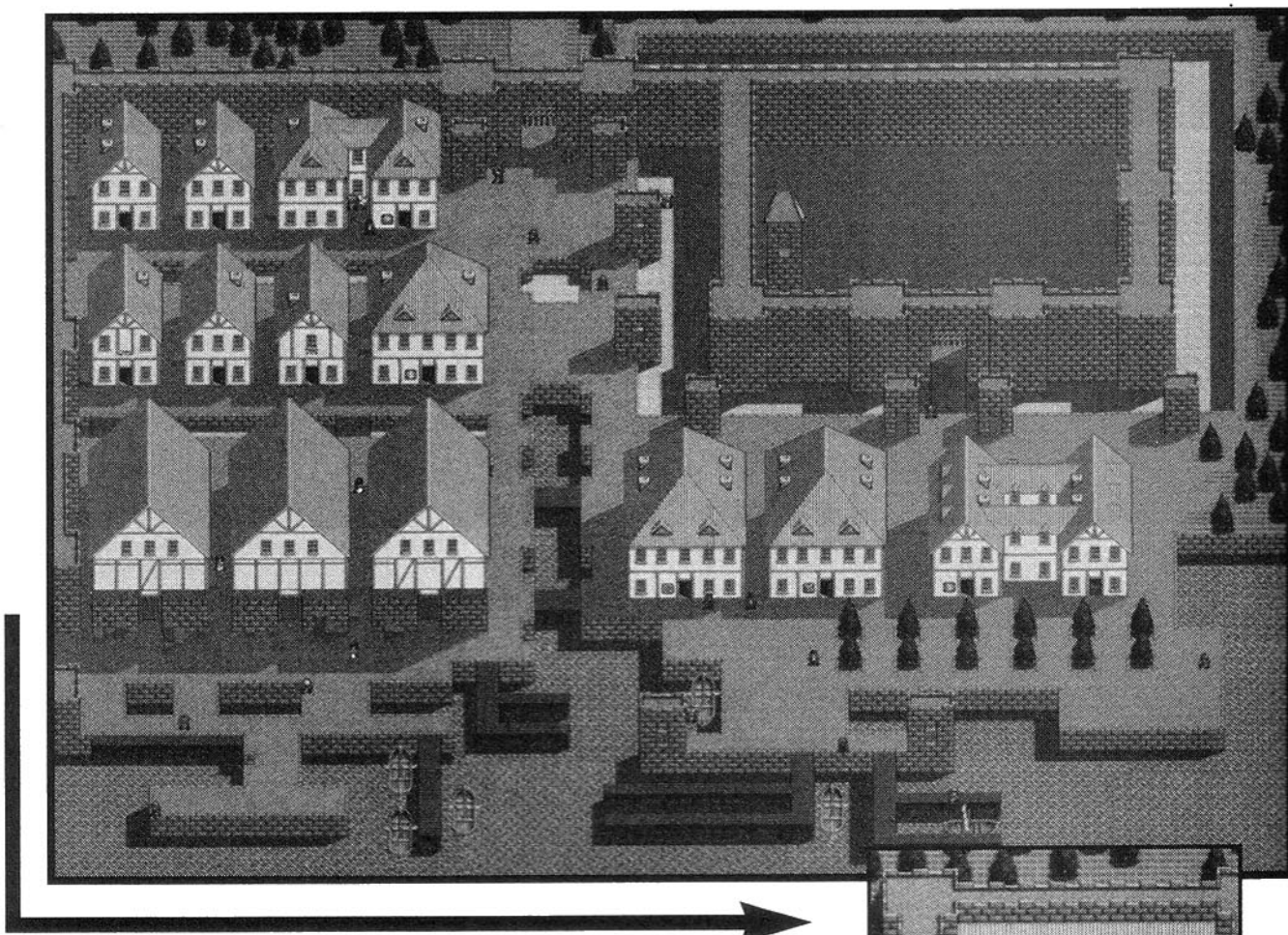
MONSTERS: Ambush, Fatal Hopper, Gigafly, Tormentor, Wyburn





MERIBIA

MONSTERS: Fatal Hopper, Grog Snake, Gurgler, Water Dragon



ARMOR SHOP

Heavy Clothes.....	230
Leather Clothes	550
Leather Armor	1700
Carapace Armor ...	2700
Helmet.....	120
Leather Gauntlet	90
Wood Shield.....	230

WEAPON SHOP

Short Sword.....	500
Saber.....	2500
Axe.....	1500
Claw.....	1000
Poison Darts.....	280
Bow	700

JEWELRY SHOP

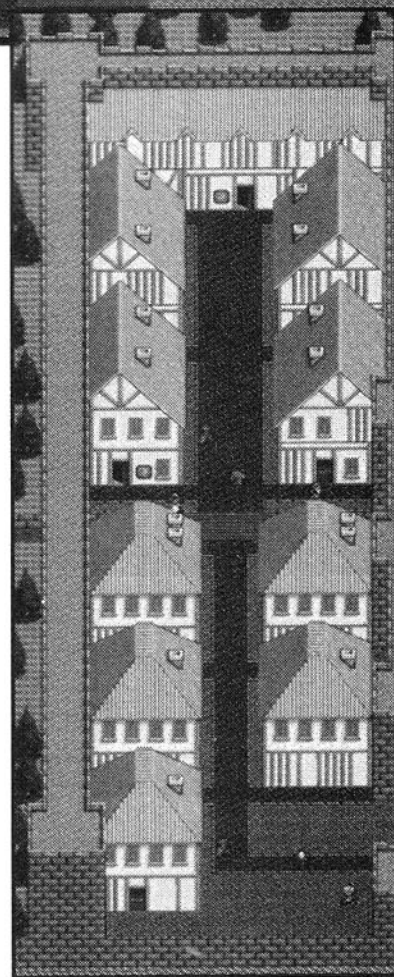
Gold Ring	1000
Jewel.....	2000

ITEM SHOP

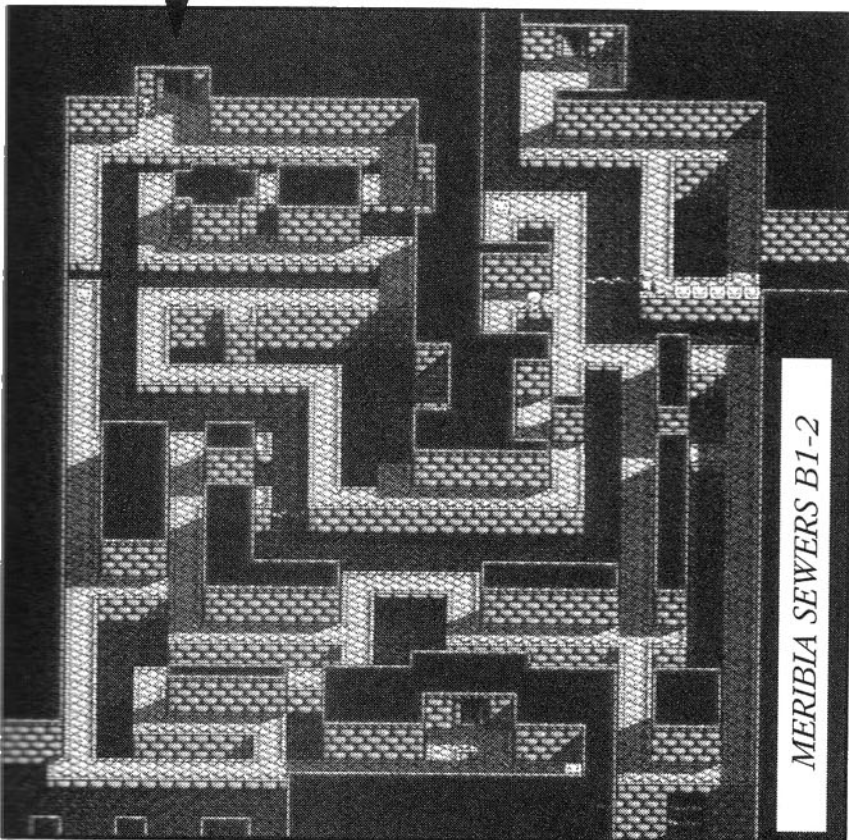
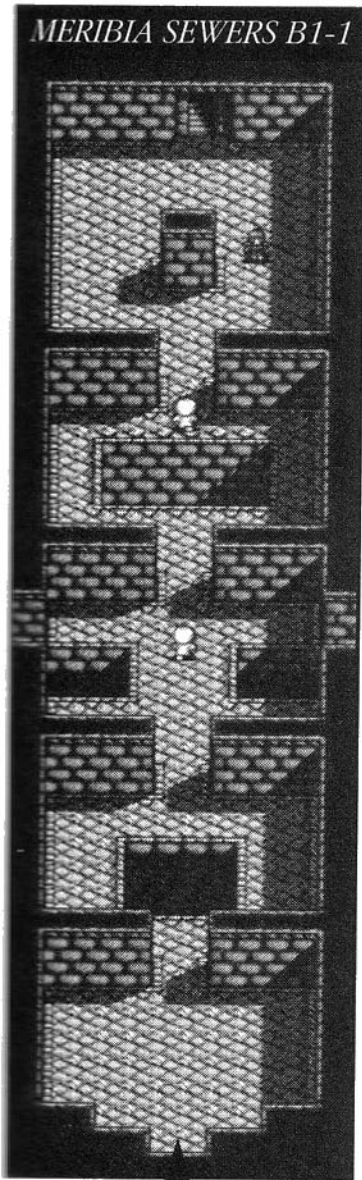
Herb	80
Jasmine.....	50
Calm Herb.....	100
Meal Rations	30
Headband	12
Gloves	50

MAGIC SHOP

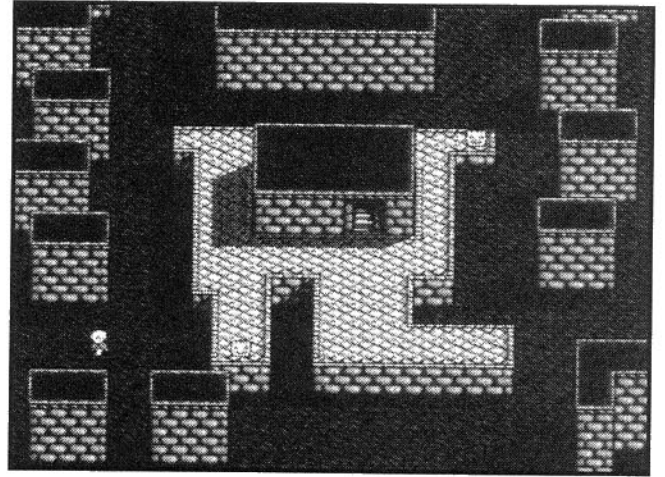
Starlight	50
Silver Light	120
Light Barrier	740
Cool Robe	1000
Holy Water.....	10
Charm.....	1000



BLACK ROSE STREET



- ★ When you leave the boat, Nash leaves the party, but you can find him on Black Rose Street if you need to. (And you will!) Wander around and talk to folks, but *don't* give any money to the panhandler on the east side of town. He's just a scam artist. Avoid the Jewelry Shop at the moment, even though Ramus is hungry to sell the Diamond.
- ★ Visit Mel's Mansion in the northeast corner of town and talk to Mel in the conference room. Unfortunately, he can't help you just yet. Leave the Mansion and go to the Jewelry Shop.
- ★ Talk to Dross, who offers you 4000 S for the Diamond. Agree to the deal and he walks into his "safe," but doesn't come back. You've been ripped off, dude! Go through the door and talk to the soldier. Keep going into the sewers, through the door, and talk to a second soldier. Nall says that he wishes Nash was still with you. Good idea! Leave the sewers and go to Black Rose Street.



MERIBIA SEWERS 1F

- ★ Enter the Magic Shop at the north end of Black Rose Street to find Nash. Talk to him, then talk to the shopkeeper to awaken Alex's magical ability. At this point, you can only cast one spell—Flame—but it's a start. Leave Black Rose Street and enter the Sewers.
- ★ The monsters in the Sewers are tough, so rely on your Flame spell exclusively. Weapons won't do much good. You'll see a man down here next to a group of chests, but you can't get to him until later on in the quest. Journey into the Sewers until you're attacked by the Water Dragon

Walkthrough



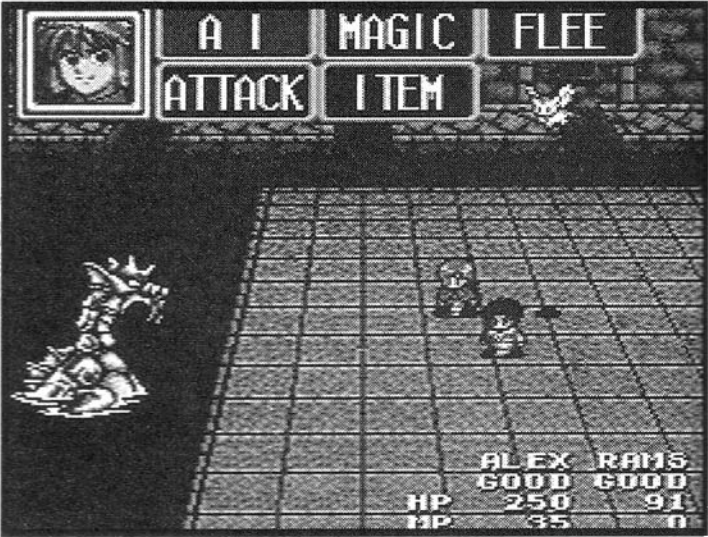
When you arrive in Meribia, Nash leaves and heads for Black Rose Street.



It seems as though you've finally sold the Diamond--but the shopkeeper rips you off.



Before you enter the Sewers, talk to Nash and awaken Alex's magical powers.



The Water Dragon is the first boss monster in the game. They get much tougher!

near the door. Use Flame spells while you have Ramus either 1) attack the Dragon and draw its fire or 2) run away like a girlie man.

- ★ When you beat the Dragon, go through the door to find Dross. Keep refusing his offers until he gets up to 3000 S, then accept. Now you can afford some good equipment! Leave the Sewers to find Nash in the Jewelry Shop waiting for you. Talk to him and say “That sounds great!” to have him join your party. Ramus leaves the party to find his own adventures.
- ★ After you leave Meribia, walk east to Althena’s Shrine. Jessica isn’t here, so heal yourself at the Shrine and walk south to the Fountain of Transmission.



Ramus leaves to pursue his own adventures (like hunting down rare snack foods?).



FOUNTAIN OF TRANSMISSION

- ★ Nash leaves you at the Fountain because you have to pass through the Cave of Trial before you can enter Vane. Yeah, he could've mentioned this earlier, but you don't want this game to be too easy, right? Walk onto the star circle to enter the Cave.

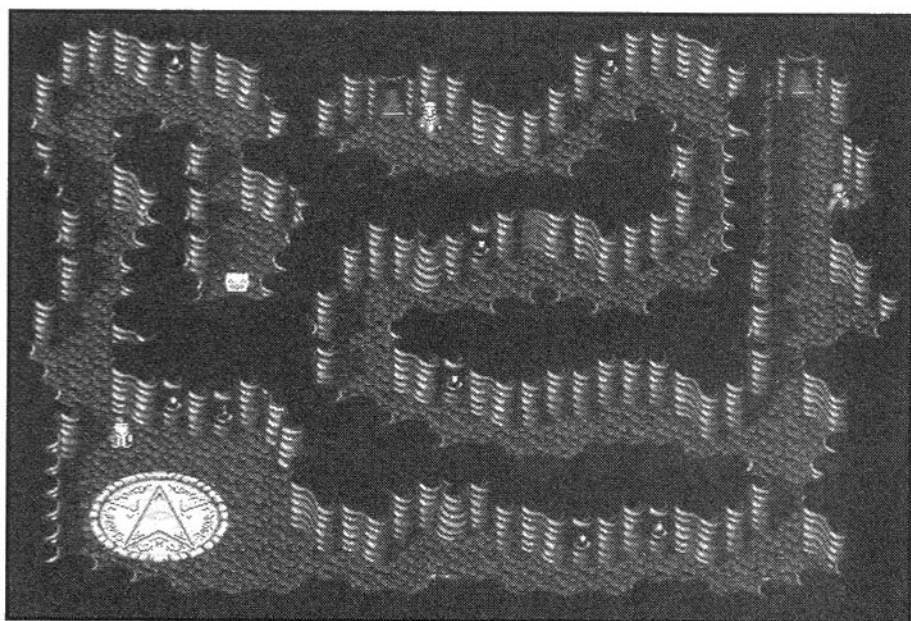


Nash tells you surprising news...

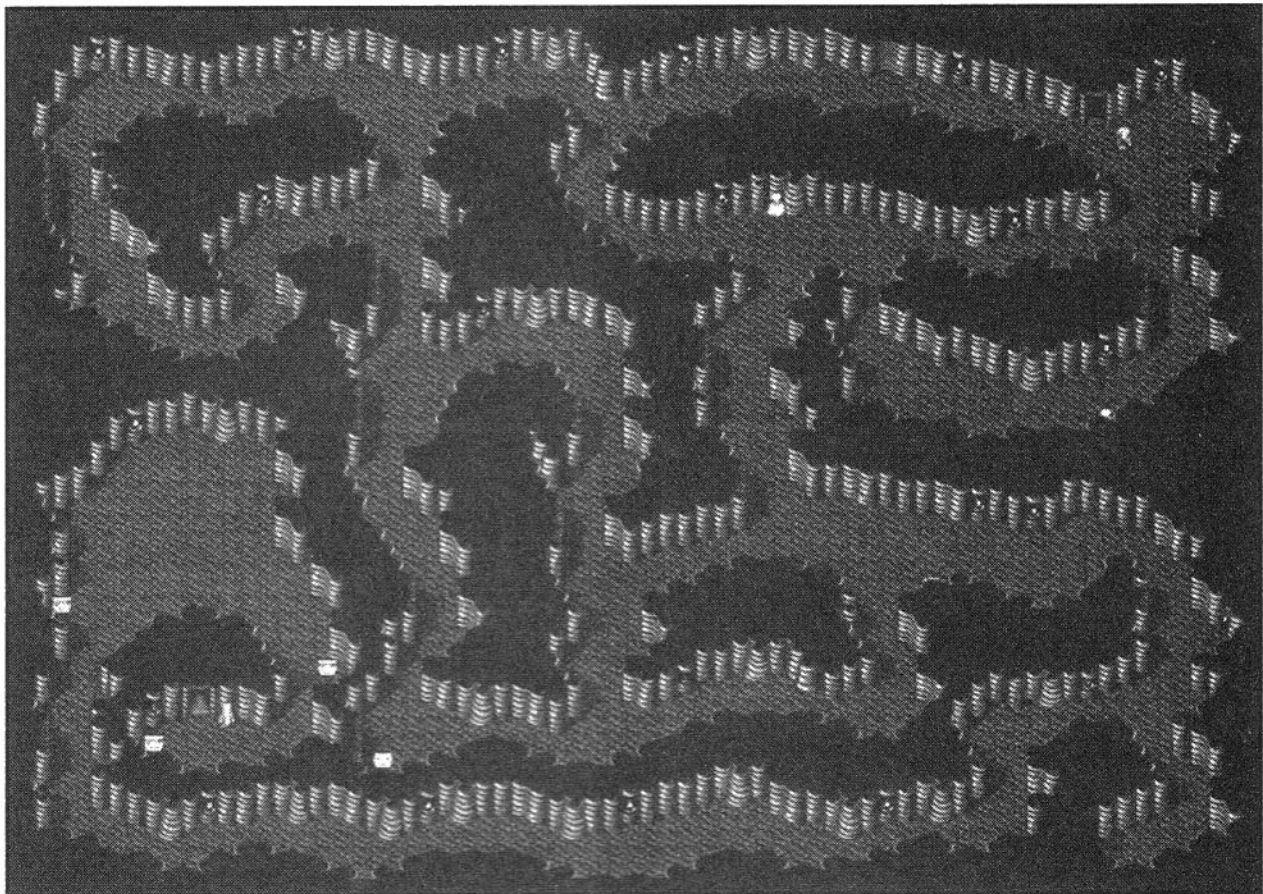
CAVE OF TRIAL

MONSTERS: Dead Pole, Death 'Shroom, Gurgler, Mutant Turtle, Bronze Dog, Truffle Troubler

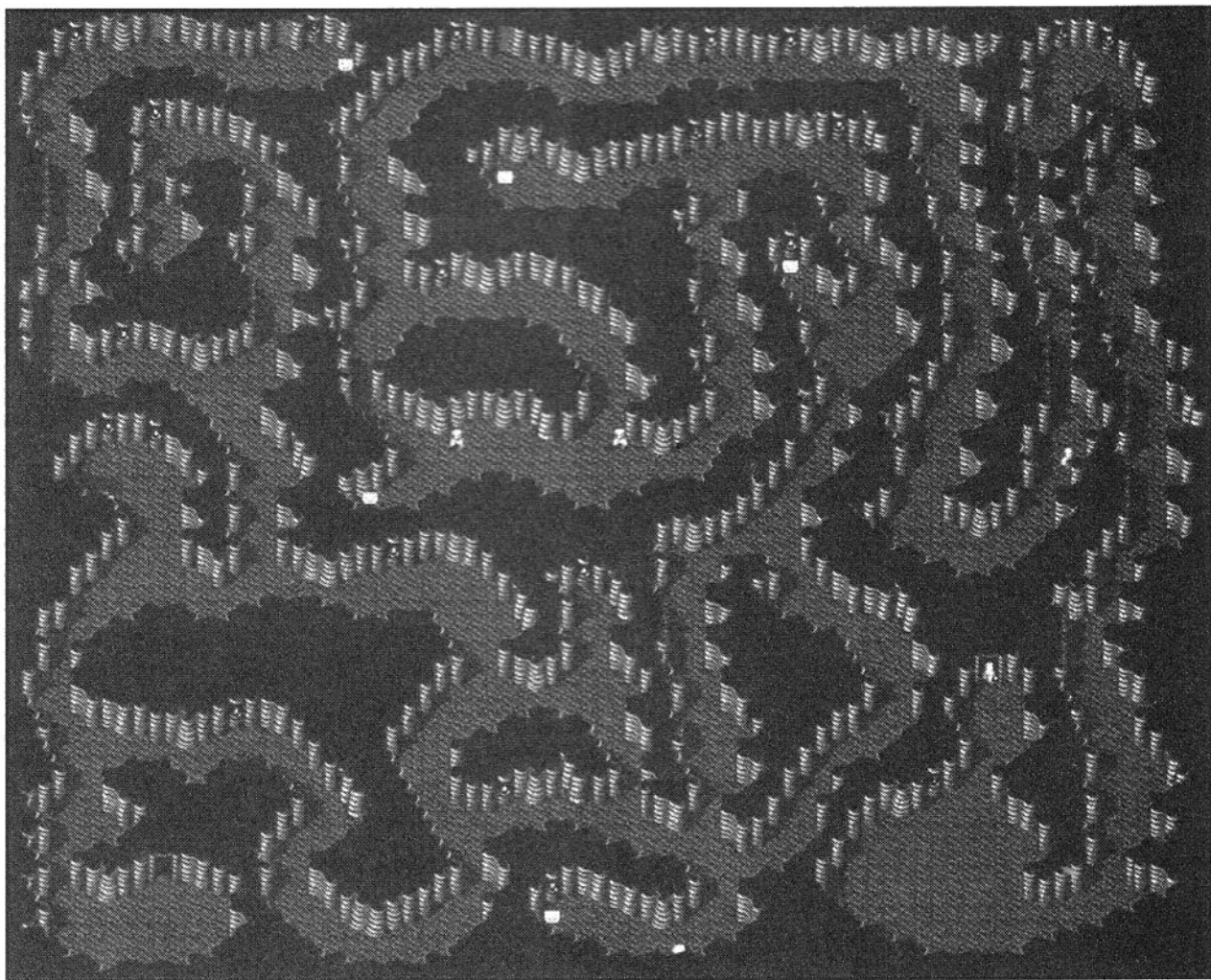
- ★ Stay near the sage at the beginning of the Cave (he heals you when you talk to him) and power up until you reach Level 14 and get the Flamer spell. You'll need it before you try to get through the Cave. Once you're on your way, you'll find a locked door on Floor B3. You can't go through it just yet, so climb up to Floor B2.
- ★ Near the door from Floor B2 to B1, you're attacked by four Bronze Dogs. They're tough, but not nearly as bad as the Truffle Troubler on Floor B1! You should probably be at Level 20 before you take on the Troubler so that you have the Blazing Fire spell. In combat, use the Blazing Fire, then FLEE to the other side of the screen and hit him again. He's very slow, so you can almost completely avoid being hit. When you win the battle, walk north and talk to the sage, who moves out of the door. Walk through the door to enter Vane.



CAVE OF TRIAL B3



CAVE OF TRIAL B2



CAVE OF TRIAL B1



Hang out next to the sage in the Cave of Trial and build up your levels.



The Trouble Truffler is your final obstacle in the Cave of Trial.

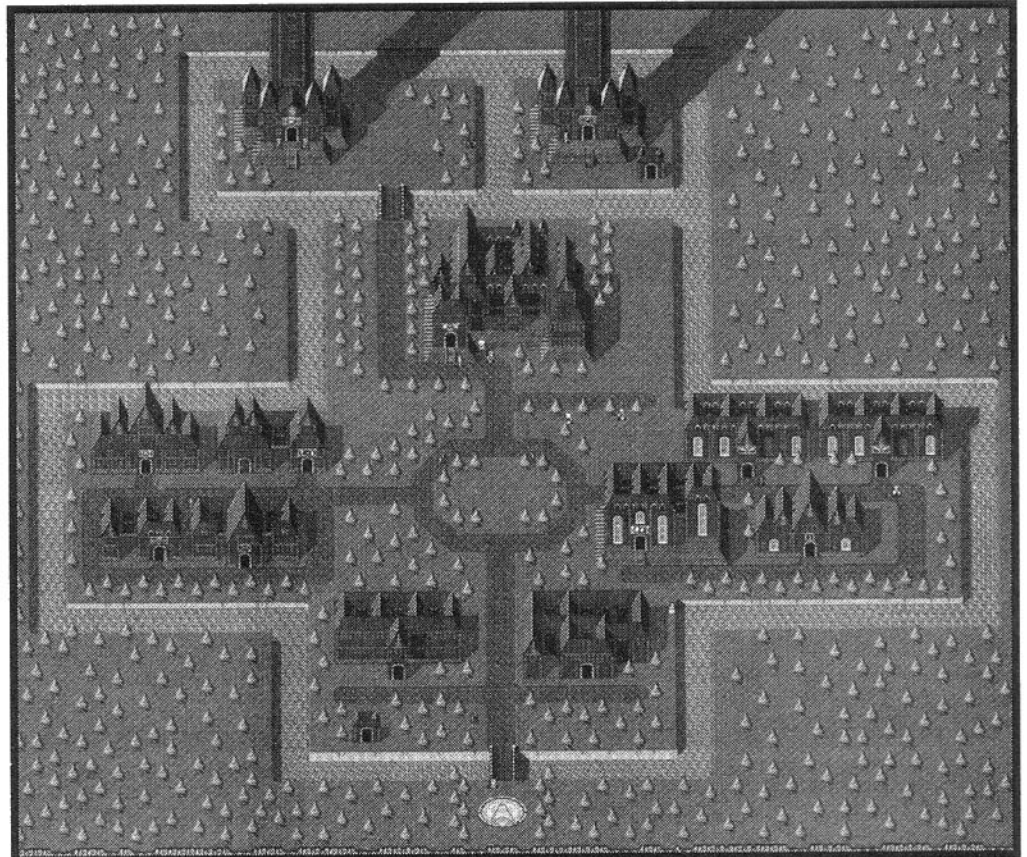
VANE

ITEM SHOP

Jasmine	50
Calm Herb	100
Special Rations	100
Mint Essence.....	30
Holy Flute	200
Gloves.....	50
Mia's Bromide.....	300

MAGIC SHOP

Cloud Drops	450
Rainbow Drops	500
Sun Drops.....	1300
Light Barrier	740
Power Barrier	1500
Starlight.....	50
Silver Light.....	120
Charm.....	1000
Cascade Ring	650



WEAPON SHOP

Saber	2500
Long Sword.....	4500
Fire Cane.....	4000
Ice Cane	1000
Poison Darts	280
Bow.....	700

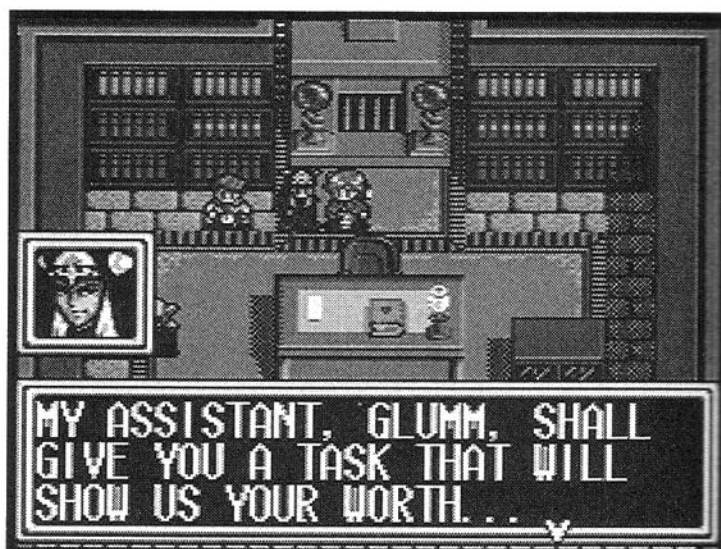
ARMOR SHOP

Cool Robe.....	1000
Tiara.....	100
Leather Gauntlet	90
Bracelet.....	300
Magic Robe.....	6200

Walkthrough



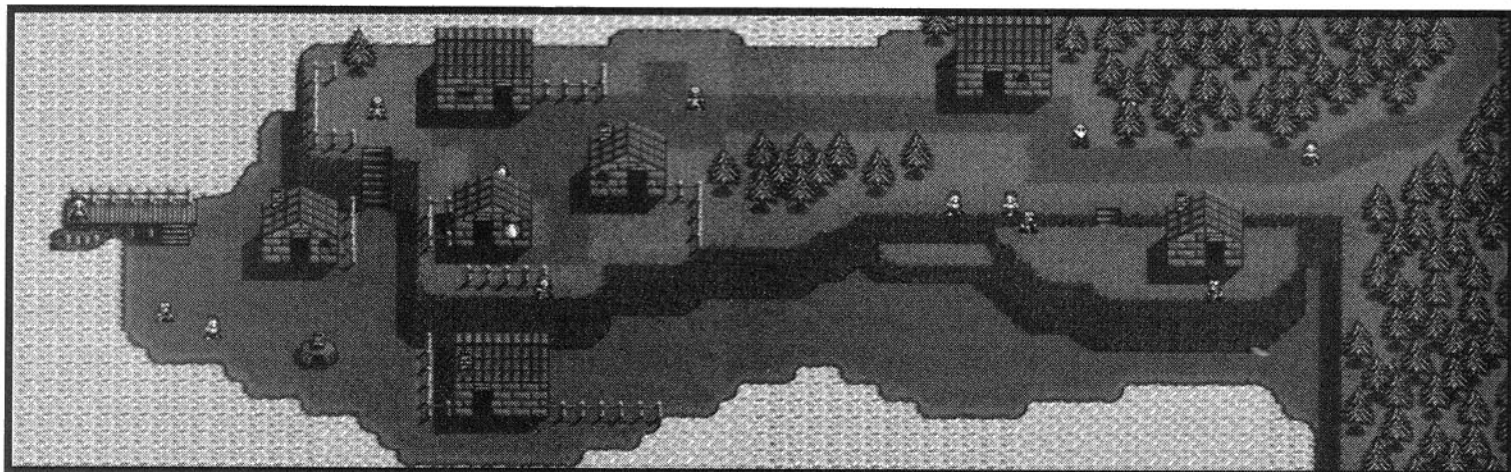
Mia can't get to the 2nd floor, and neither can you—at least not yet.



Ghaleon and his assistant Glumm send you on a mission to the Island Cave.

- ★ When you first enter Vane, Nash is waiting for you, but he quickly leaves to tell Ghaleon what's going on. Explore the town, especially the library, which has a chest with a Cascade Ring inside. Talk to the teachers in the magic classrooms, who tell you that you need a letter to get into the classes. No sweat.
- ★ Walk into the Silver Spire in the northwest corner of Vane to meet Mia AUSA, the daughter of Lemia. Try going up the stairs and you'll be warped back to the entrance. Obviously, you can't go up there just yet.
- ★ Return to the Magic Guild and look for Nash on the east side of the mansion. Talk to him and he walks to Ghaleon's room in the northeast corner of the Guild. Follow him and talk to Ghaleon, who wants you to prove your worth by finding a phony Dragonmaster near Lann. Talk to Glumm for more details, then talk to Nash and ask him to join you.
- ★ Walk to the Fountain of Transmission at the south end of Vane and use it to warp down to the Katarina Zone, then head west to Lann. When you get into battles with wandering monsters, have Alex cast the Flamer spell and Nash cast the Thunder Wave spell for a devastating 1-2 punch.

LANN





ITEM SHOP

Jasmine	50
Smoked Fish	4
Meal Rations	30
Garlic	24

- ★ Go to the mayor's house in the northwest corner of Lann to meet Jessica. Talk to her until she asks to join your party. Let her join and talk to the mayor to find out about the *faux* Dragonmaster. Go outside and talk to the man next to the boat. After a little discussion and a display of violence from Jessica, the boat master wisely lets you use the boat. Get on board to sail to Lann Isle and walk north into the Island Cave.



You'll meet Jessica de Alkirk for the first time in Lann. Her healing spells are gnarly.



The boat master quickly learns about Jessica's short temper.

ISLAND CAVE

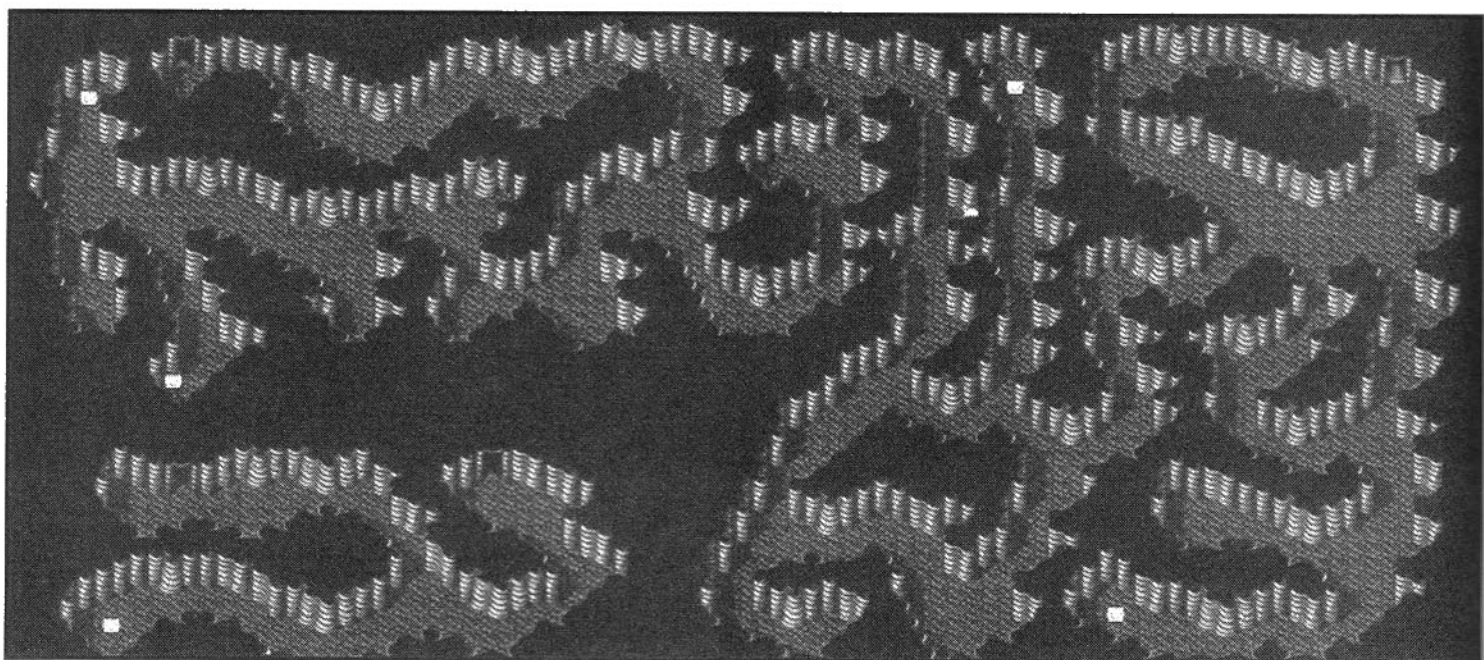
MONSTERS: Great Lion, Monocrop, Mutant Ant, Lizard

- ★ There are two doors on the west side of the Cave. The north door leads to a room with a chest and a Chain Helmet inside. The south door leads to "Dragonmaster" Zoc. Talk to him and he attacks you with four Lizards. Have Alex cast the Flamer spell, Nash cast the Thunder Bomb, and Jessica cast the Heal Litany spell to keep everyone's HP up. Defeat the Lizards and Zoc asks for a chance to reform. Give him a chance to reform (you really don't have a



Zoc (a variation on Zach?) isn't a real Dragonmaster. Kick his lying butt.

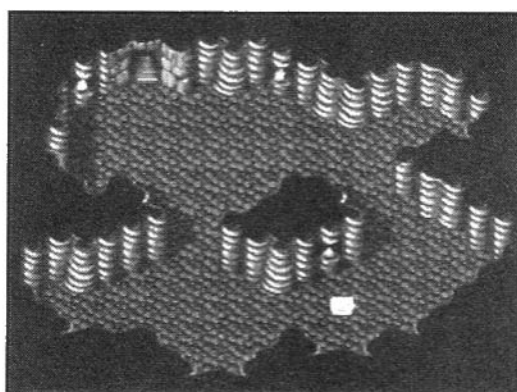
Walkthrough



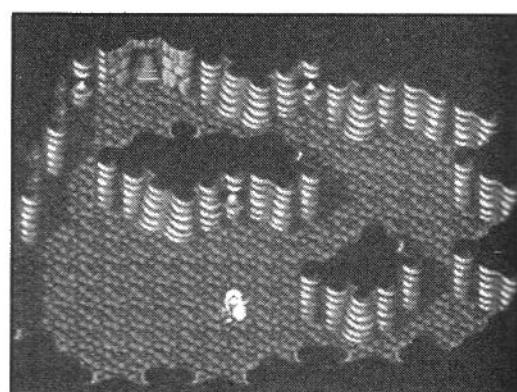
ISLAND CAVE B1 MAP

choice) and he leaves the Cave. Return to Lann and Jessica leaves the party.

- ★ Walk to the Fountain of Transmission and zap up to Vane. Visit Ghal-eon at the Magic Guild to tell him



ISLAND CAVE B2-1 MAP



ISLAND CAVE B2-2 MAP

you completed the mission and Nash leaves the party. Visit the throne room and talk to Mia, then talk to Lemia's assistant twice and Lemia arrives. Talk to Lemia and she throws you into prison! Try to open the prison door and wait. After a few



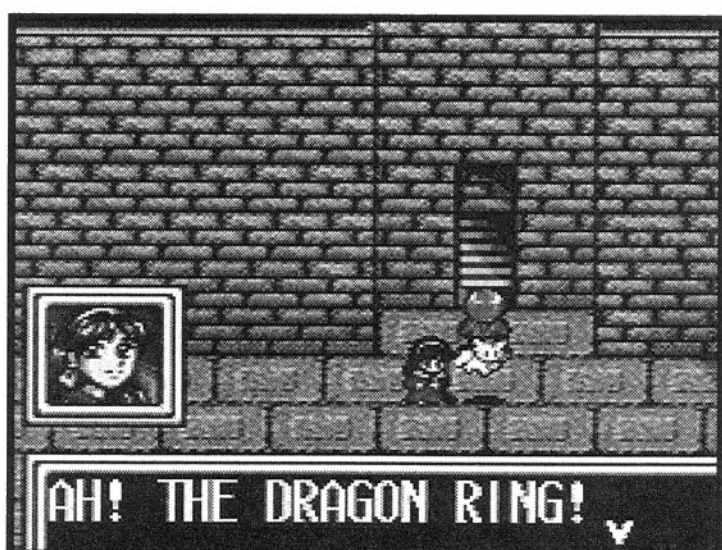
Jessica leaves for a while, but she'll be back in your party before you know it.



*Your first and only encounter with Lemia
Ausa just doesn't go very well at all.*



*Lemia's under the curse of PMS!
(Possessed Mother Syndrome, of course.)*

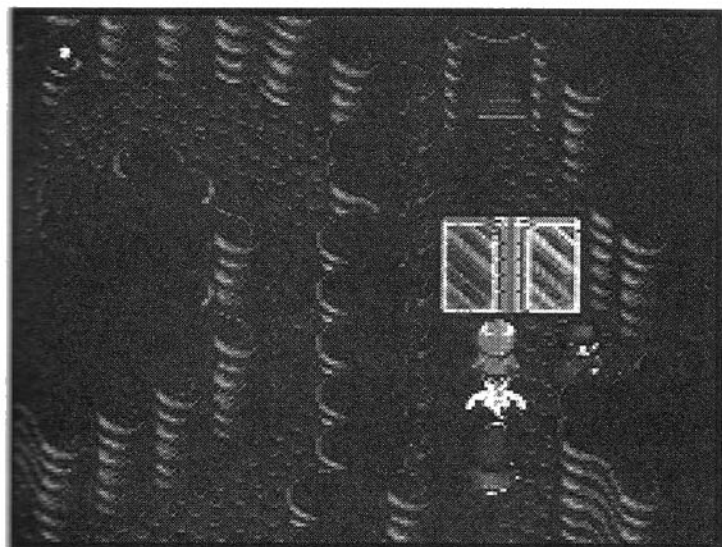


*Mia taps into the Dragon Ring's powers to
open the door to the 2nd floor of the Spire.*

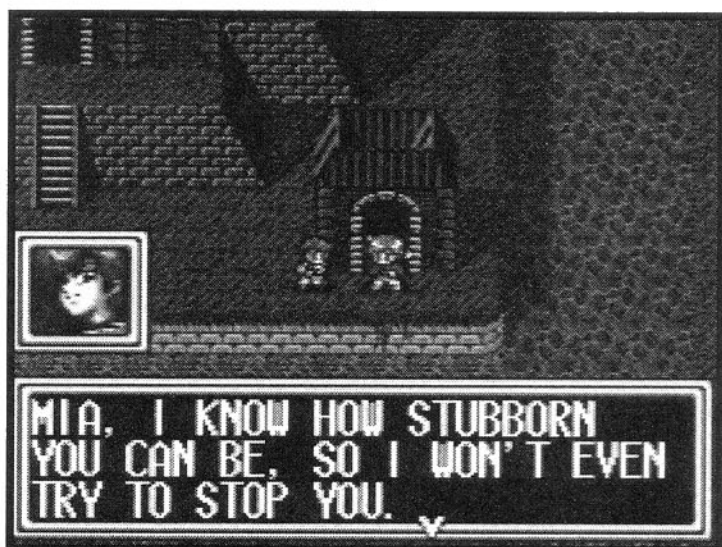
nervous moments, Mia and Nall come to your rescue. Mia thinks that her mom is under a curse and that you need the Goddess' Mirror to lift the curse. Agree to help her and she joins your party and gives you the Prison Key. Talk to Nall and he joins you, too. Head for the Silver Spire and go to the stairs. Mia uses your Dragon Ring to open the way up to the top!

SILVER SPIRE

MONSTERS: Air Elemental, Ghost, Hummingbyrd



*You can't go through this door yet, but
remember where it is. You'll be back.*

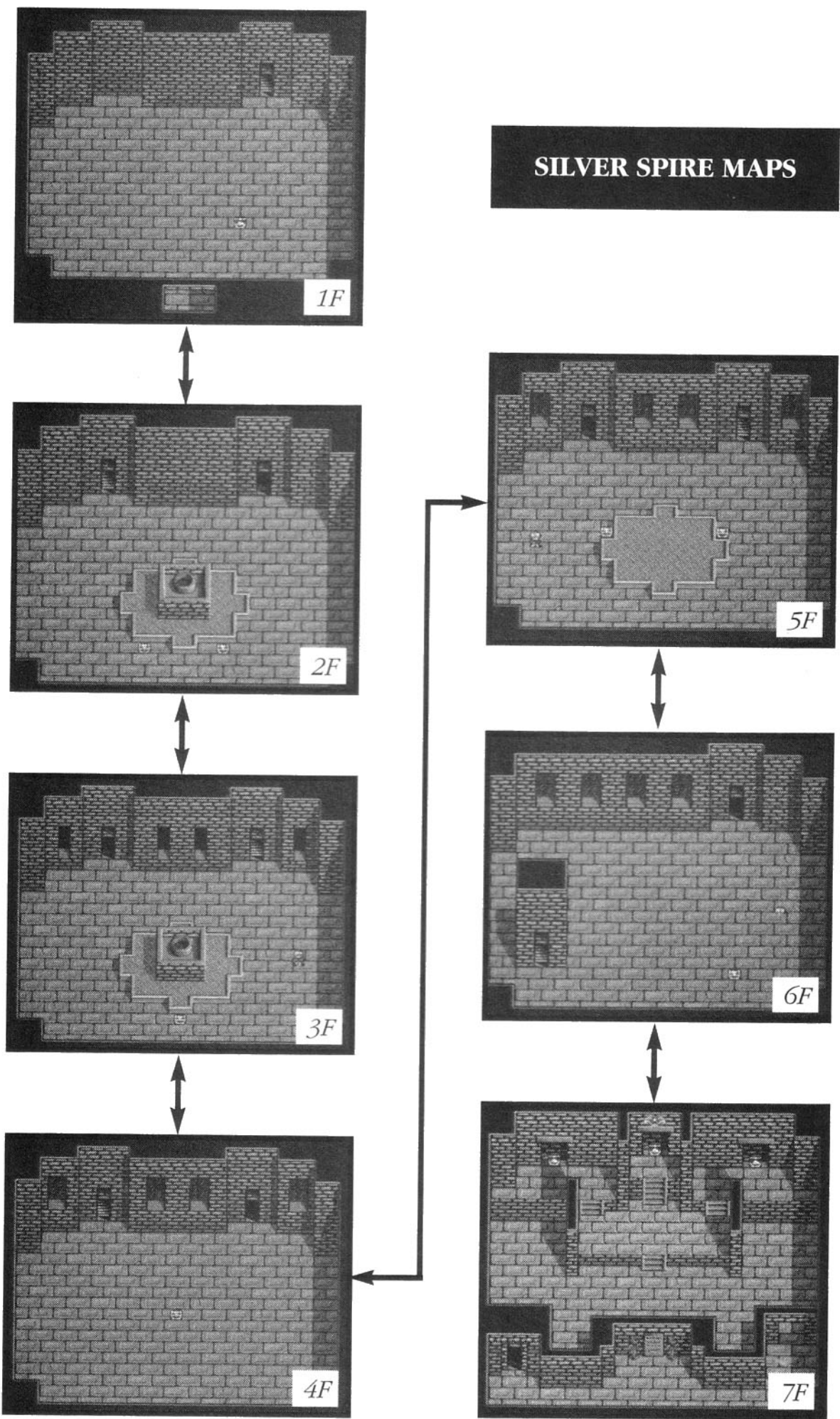


*Nash joins your quest in an attempt to
impress Mia with his studliness.*

- ★ Althena's Mirror is in a chest at the top of the Silver Spire. Grab it and Mia asks you to escort her to the Crystal Tower. No sweat! Use the entrance in the southeast corner of Vane to enter the Cave of Trial and go back to the glass door on Floor B3. Talk to the man next to the spring to heal yourself before going through the door with Mia's magic powers. Go through two small caves and you come out next to the Crystal Tower, where Nash is waiting to join you. Excellent. Go into the Tower.



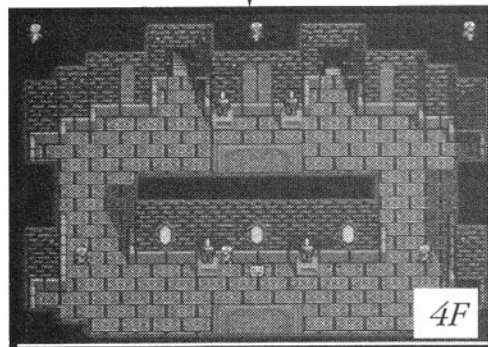
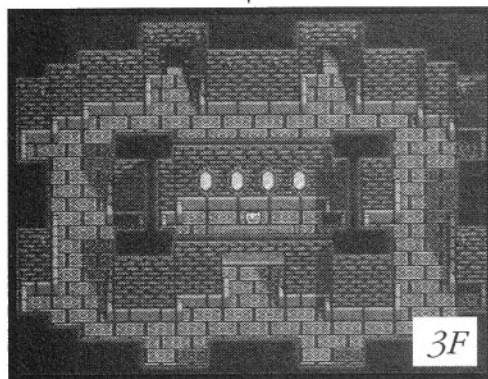
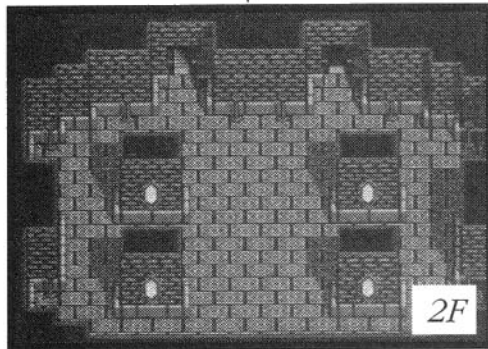
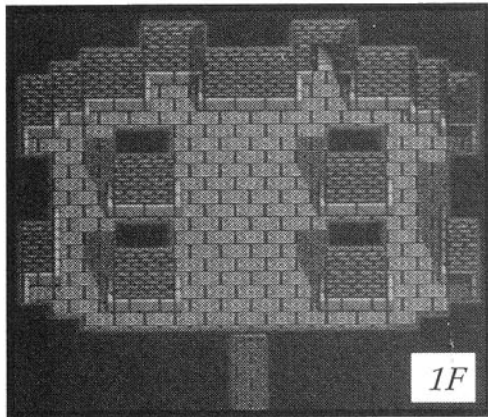
SILVER SPIRE MAPS



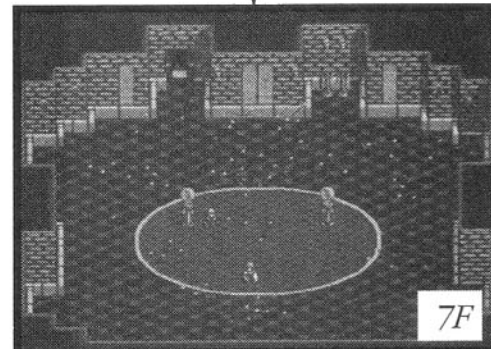
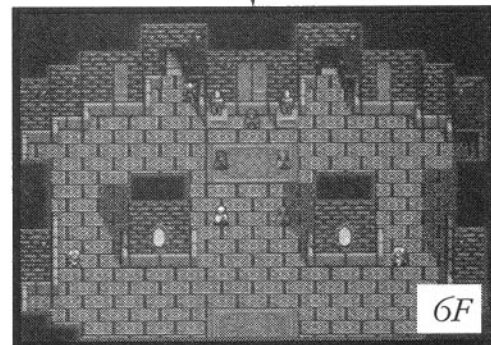
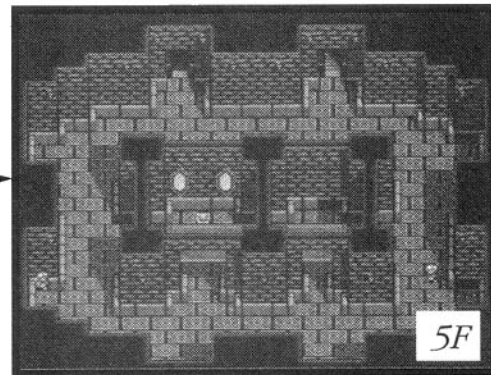


CRYSTAL TOWER

MONSTERS: Banshee Fowl, Piper



CRYSTAL TOWER MAPS



Walkthrough



- ★ Climb up to Floor 6F and talk to everyone, then walk up into the Star Chamber. Talk to Ghaleon, then talk to Lemia. The Mirror reveals her to be Xenobia, the babe-alicious leader of the Vile Tribe. After a couple of threats, she warps out of the Chamber and attacks you with two Pipers.



The Goddess' Mirror reveals Lemia to be the evil Xenobia. Explains a lot, doesn't it?

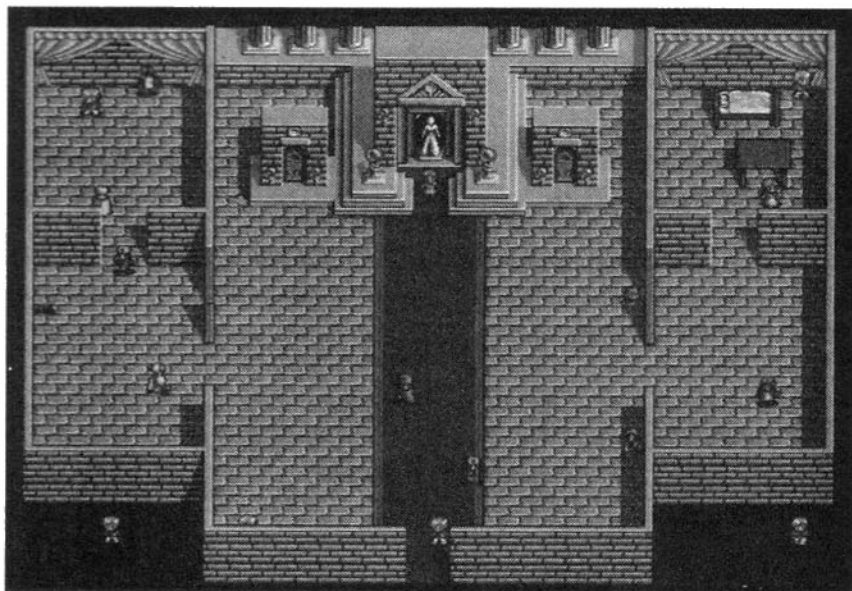


Ghaleon's a powerful magician and didn't know that Lemia was a fake? Hmmm...

- ★ Defeat the Pipers and Nash and Mia leave the party. Talk to Ghaleon and agree to take him to the White Dragon Cave. He leaves for Meribia. Talk to Mia and Nash, then walk down to Floor 6F and talk to the woman who offers to warp you to the entrance of Vane. Accept her offer and head for Althina's Shrine.

ALTHINA'S SHRINE

- ★ Jessica's left the Shrine again, this time to Meribia. No problem, since you're headed there anyway. Talk to the woman to heal your party and walk to Meribia.





MERIBIA

MAGIC SHOP

Fire Essence	680
Thunder Essence	900
Wind Essence	1800
Mirror Shield.....	3000
Magic Hand	400
Music Box	1500
Amulet.....	100

- ★ Go to Dross's old shop and it's been turned into a Magic Shop with some very pretty propreitors. You can walk through the banner on the wall where the door used to be to enter the Sewers, although you have no reason to! Buy a few goodies and then go to Master Mel's. The guard lets you walk up to Floor 2F.



Visit the new Magic Shop to find handy new items for sale, particularly the Mirror Shield.



Now that Ghaleon's in town, you can go to the 2nd floor of Master Mel's mansion.



Open all five chests before you talk to Brett, the gambling fool.



Brett will cheat if you start to pull ahead, so don't expect to win much money (if any).

Walkthrough



- ★ Talk to the guard and his girlfriend and follow them around as they walk from corner to corner. (They start in the northeast corner, then go to the southeast, southwest, northwest, and back to northeast again.) You'll be rewarded with a hysterical payoff in the northwest corner when you talk to the girlfriend. When you're done, go down the stairs in the southwest corner to enter the Meribian Sewers. Follow the tunnel until you find Brett. Open his treasure chests and then talk to him.
- ★ Blackjack is Brett's game, and he's damn good at it! You can bet anywhere from 10 to 100 S (in increments of 10) with each hand. Brett seems to have unusually good luck, so don't expect to win big. If you try to quit after having won money, Brett challenges you to one last hand. Don't accept, because he cheats and deals himself a blackjack if you do. When you get bored with Brett, go back to Master Mel's and enter the meeting room where Ghaleon is waiting.
- ★ Talk to Ghaleon, Jessica, and Master Mel. Mel asks you to stay the night, and you automatically agree. During the night, you have a spooky dream about Luna. When you wake up, go to Jessica's room and talk to her, then follow her to Mel's room. Talk to them both for an amusing interlude, then go to the docks to meet Ghaleon. Talk to him and board the ship to sail for Saith.



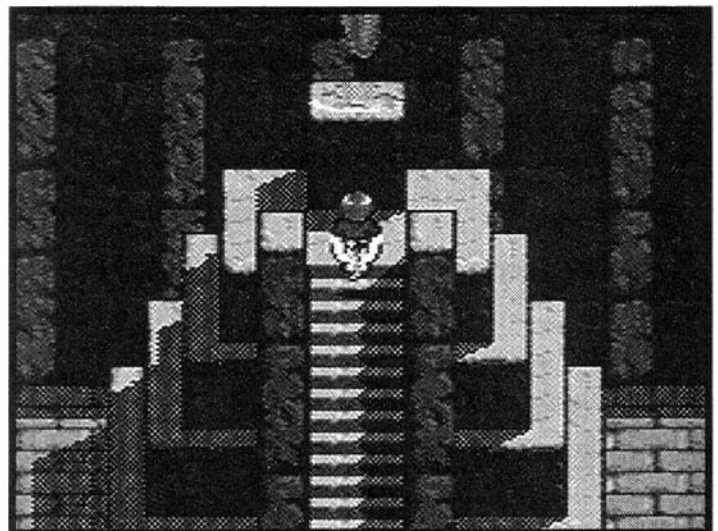
Before you meet Ghaleon at the harbor, talk to Master Mel and Jessica for some laughs.

CALDOR ISLE

- ★ Talk to the people in Saith, then leave and head for Dyne's Monument in Burg. Have fun with Ghaleon's omnipotent spells on the way! In Burg, talk to Ramus'



Ghaleon's not-at-all-cheerful comments at Dyne's Memorial are deadly serious.



After Quark is killed, go to the Altar and claim the Dragon's Wings.



Xenobia amuses herself before siccing her monster troops on you.



Alex's parents--or Gargoyles in disguise? You be the judge!

father, then visit the Monument. Ghaleon goes off about hating the world. Gee, he sounds just a little bitter. Go to Burg Springs and talk to Luna, then head for the White Dragon Cave and revisit Quark.

- ★ Ghaleon goes completely mental in Quark's chamber and kills him! With his dying words, Quark tells you to save Althena. Go into the left cave on Floor B3—the one you couldn't do anything in before—and take the Dragon's Wings from the top of the altar. You also learn the Dragon Bolt spell and gain 100 XP.
- ★ Go to Burg Springs and Lunar is being snatched by Xenobia, who sics her Gargoyles and Pipers on you. Use the Dragon Bolt spell to weaken them; three Dragon Bolts are enough to weaken them so much that a single Flamer spell kills them all. Xenobia warps away with Luna.
- ★ Go to Burg and talk to your parents, who seem to have been brainwashed. Keep talking to them until they turn into Gargoyles and attack. You shouldn't need to use magic, so just hack away with your weapon. (You might want to use the Wings to fly to Althena's Shrine and recharge before entering Burg.) After killing the parent posers, visit Dyne's Memorial to see the destructive power of Ghaleon in action. Use the Wings to fly to Meribia.
- ★ Visit Master Mel on Floor 2F of his mansion to discover that he's been turned to stone by Xenobia. Talk to Mel's assistant and to Jessica until she joins your party, then travel to Vane with the Wings. Talk to the man next to the spring and he tells you to meet Mia in the Guild Mansion. Go find Mia and talk to her until she joins you, then talk to Nash until he joins you out of guilt. (Hey, whatever works.) Leave the Guild and travel to Nanza.



Master Mel's loss of movement is your gain, because Jessica rejoins your party.

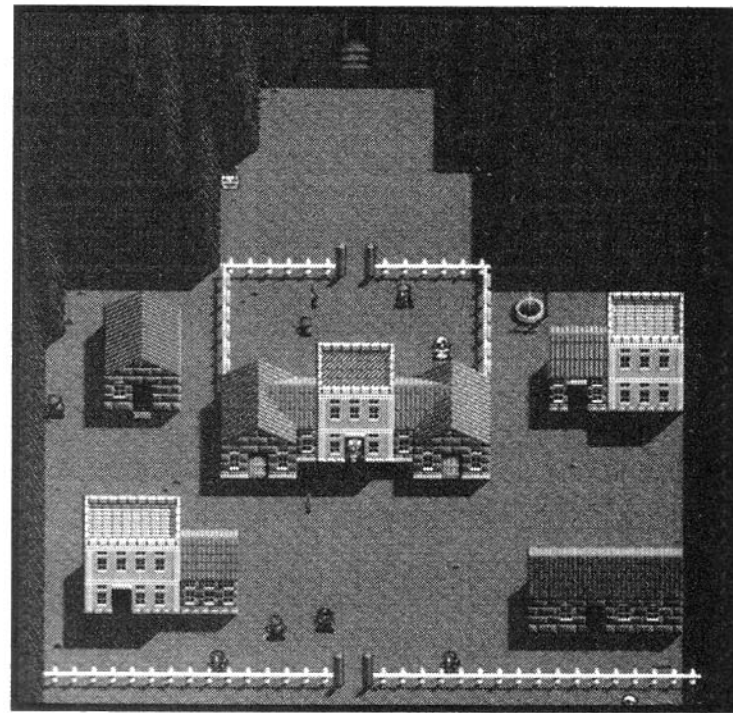


NANZA



Kyle insults you moments before joining your party. (He's just trying to impress Jessica.)

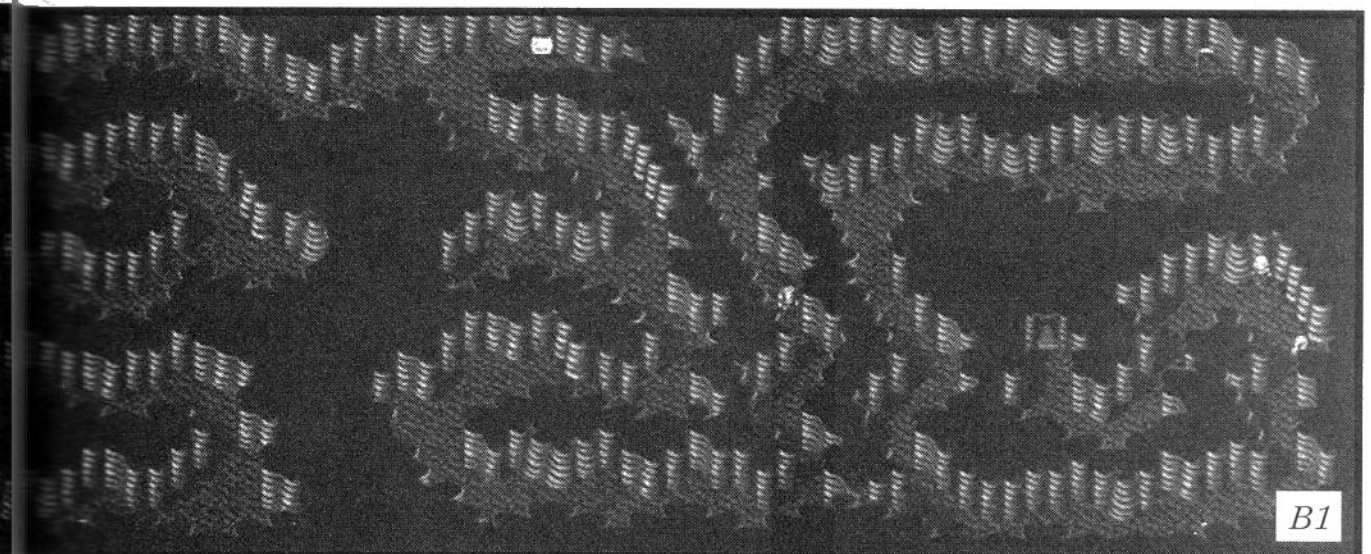
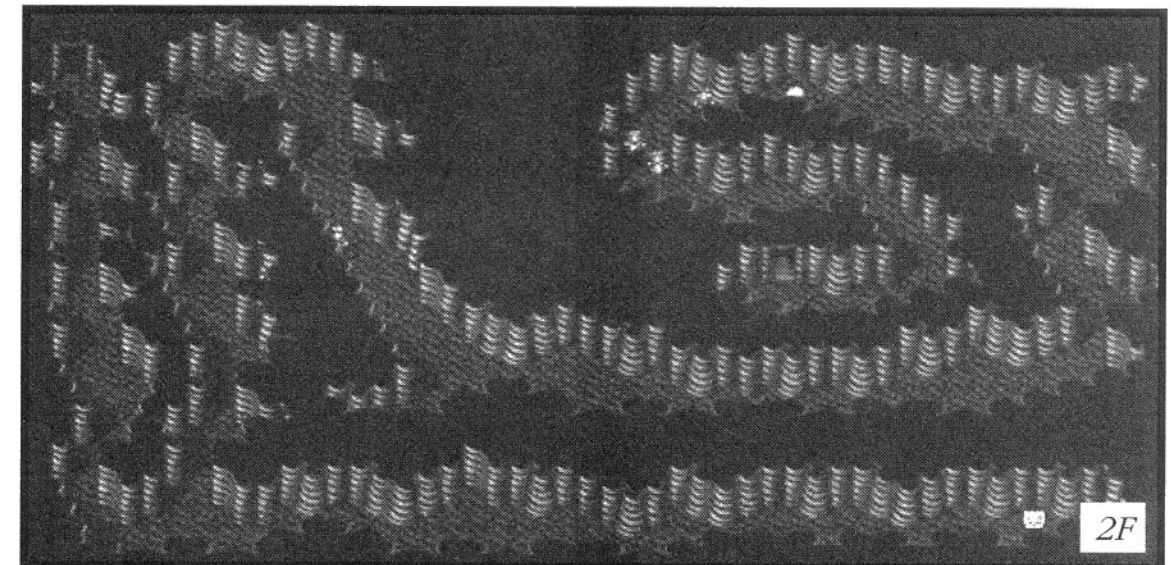
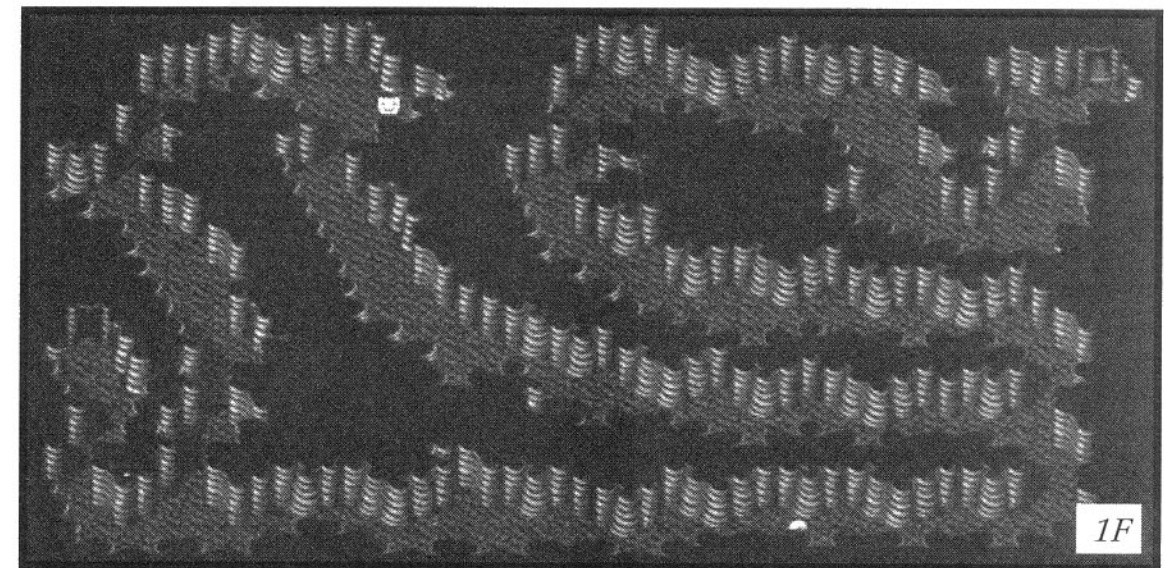
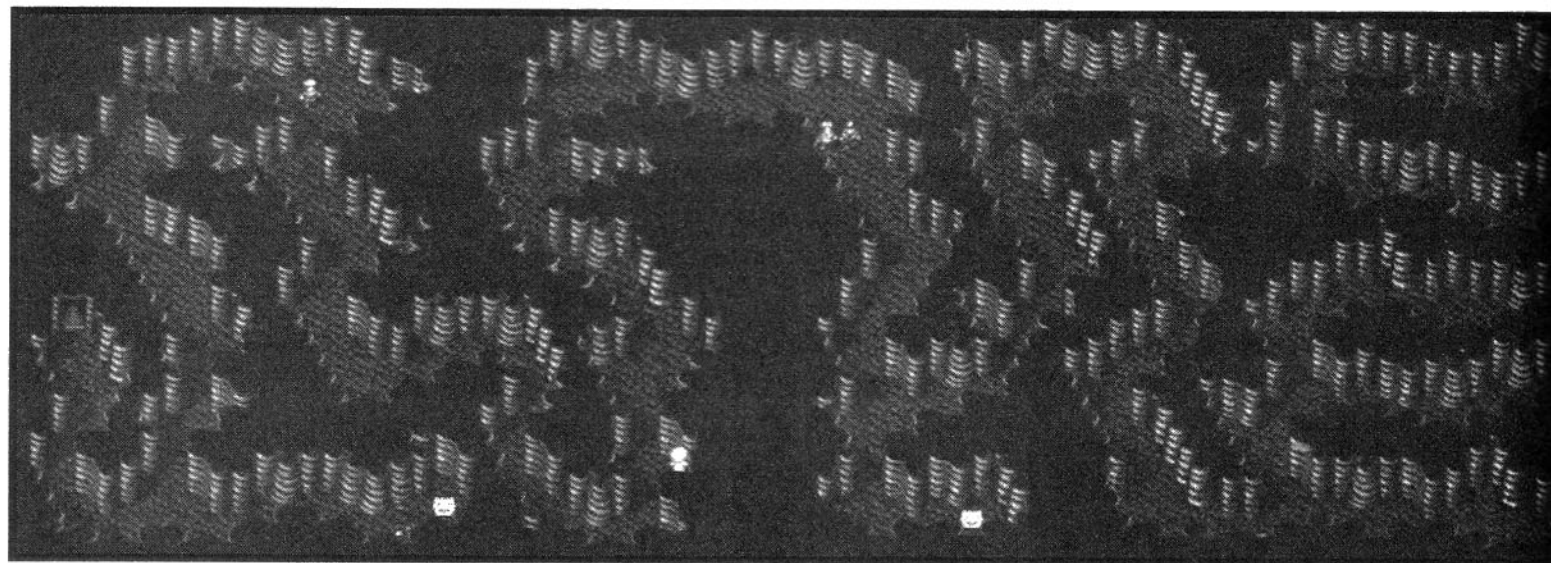
- ★ The house in the southeast corner of town has a Hiram Nut inside the chest. Take it, explore the rest of town, then enter the main building in the middle of town. Kyle is on the left side of the building. Talk to him until he joins you and you now have a whopping five party members! Order them like so: Alex, Kyle, Nash, Mia, Jessica. Go through the door being guarded by Kyle's soldier into the area behind the building. Open the chest for Chain Mail and equip it to Kyle, then enter the Barrier.



BARRIER

MONSTERS: Count Antula, Demon Wolf, Lava Worm

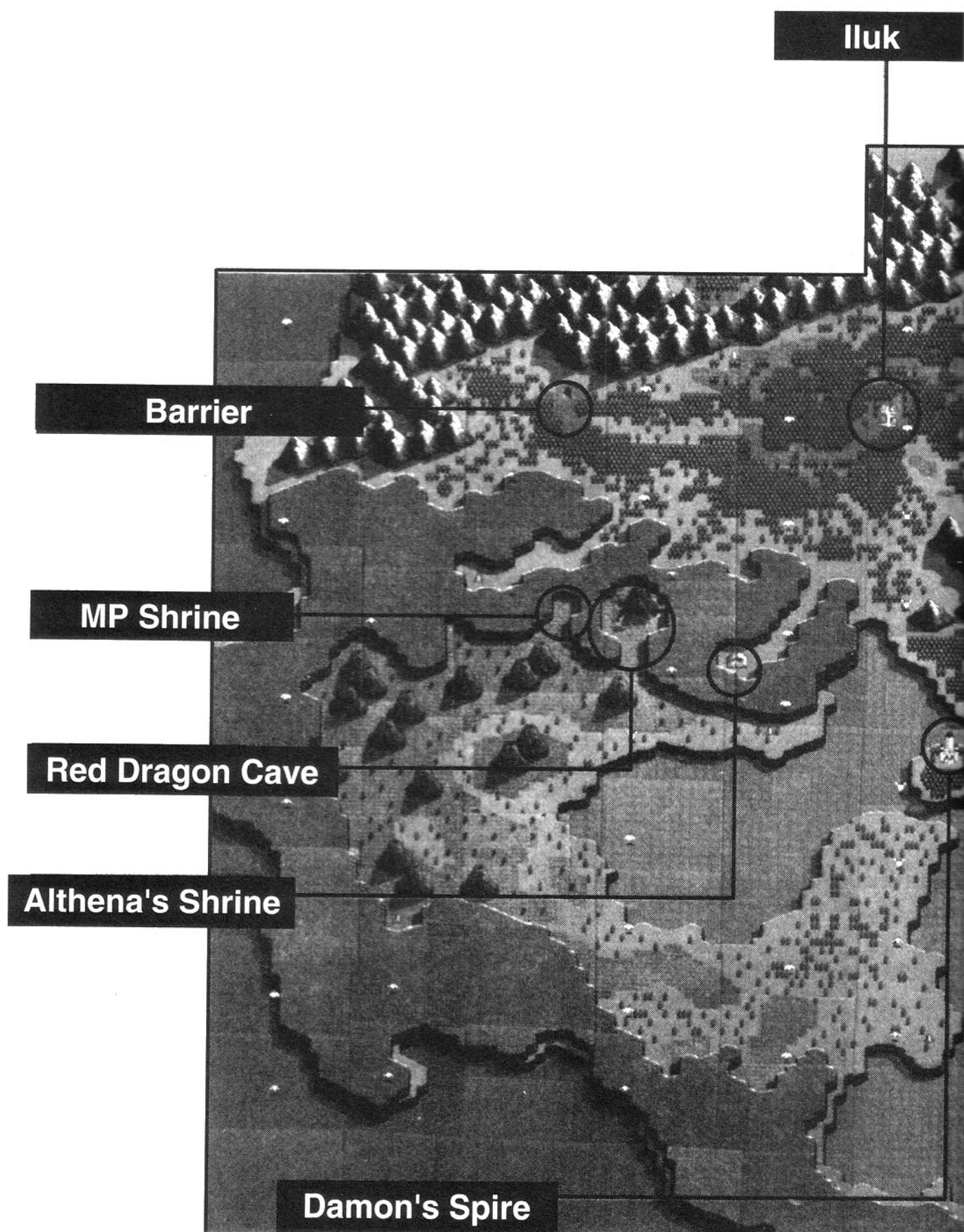
- ★ The Barrier is filled with people making the journey to the Marius Zone. Talk to them as you make your way through the dangerous caves. There aren't any good treasures in the chests—the Calm Herb is about as good as it gets—so don't go out of your way to find them unless you want to build your levels. When you reach the Marius Zone, head east to the town of Iluk.



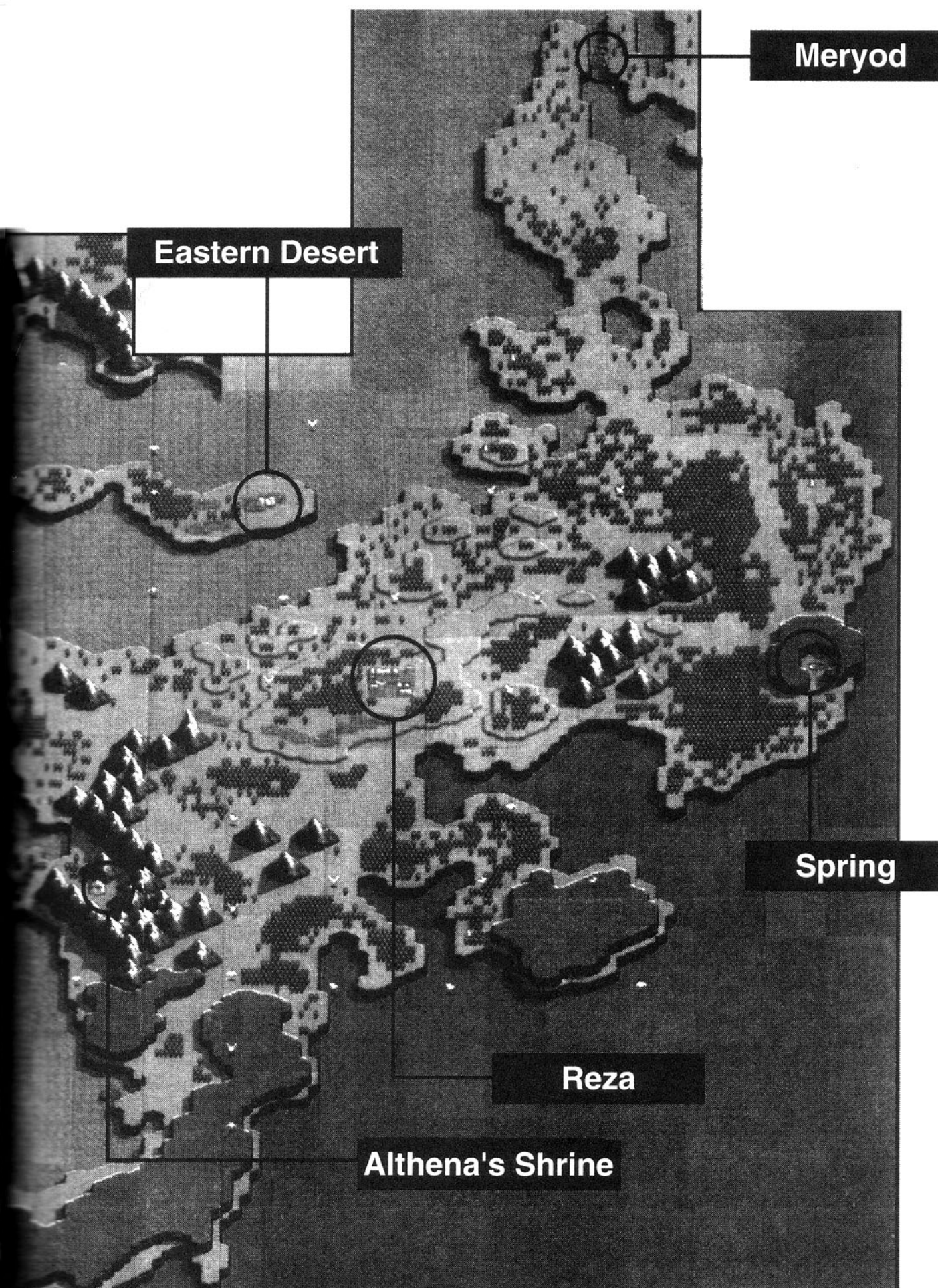


Part III: Marius Zone

The Marius Zone is by far the biggest Zone in the game, but luckily for you, there are enough Shrines scattered around so that you won't be in too much danger from wandering monsters. You can't get to the southwest area of the Zone until you find a way of getting around the mountain ranges.



MONSTERS: Death Mutt, Grolly, Scorpion, Skull Fish



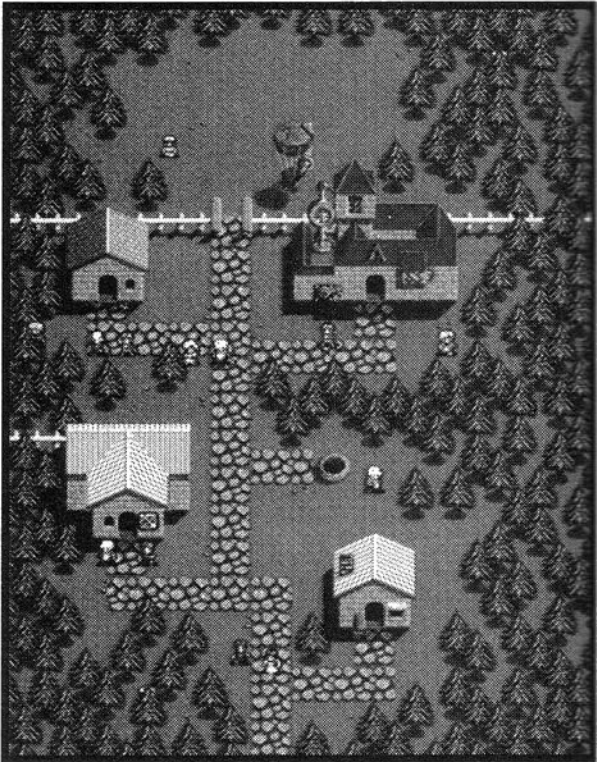


ILUK

WEAPON SHOP

Long Sword.....	4500
Scimitar	5800
Mace.....	3800
Bow.....	700
Crossbow	2400

★ The house in the southeast corner has a chest with an Alcana Nut inside. Take it and then go to the house in the northwest corner to talk to the fake Damon for a few laughs. Buy some cool weapons from the Weapon Shop, save the game, and go southeast to Reza.



REZA

ARMOR SHOP

Cool Robe.....	1000
Magic Robe.....	6200
Leather Armor	1700
Chain Mail	3400
Helmet.....	120
Chain Helmet	350
Leather Gauntlet	90
Iron Gauntlet.....	480
Bracelet.....	300
Wood Shield.....	230
Iron Shield.....	900

1ST SALESMAN (BAZAAR)

Leather Armor	1700
Carapace Armor	2700
Chain Mail	3400
Iron Armor	500
Iron Helmet.....	630
Iron Shield.....	900
Iron Gauntlet.....	480

WEAPON SHOP

Dagger.....	100
Short Sword	500
Claw	1000
Axe	1500
Mace	3800
Saber	2500
Long Sword.....	4500
Scimitar.....	5800
Sling	100
Poison Darts	280
Bow	700
Crossbow	2400

2ND SALESMAN (BAZAAR)

Peasant Clothes	90
Heavy Clothes.....	230
Leather Clothes.....	550
Gold Ring.....	1000
Diamond Ring.....	6000
Cascade Ring	650
Snake Ring	2800
Rain Cloud	500

ITEM SHOP

Herb	80
Jasmine	50
Calm Herb	100
Holy Smoke	20
Holy Water	10
Meal Rations	30

3RD SALESMAN (BAZAAR)

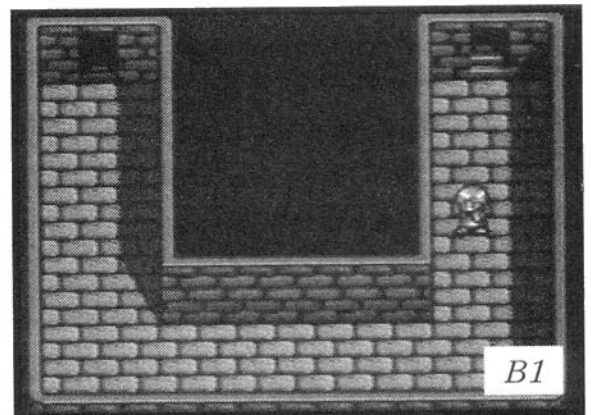
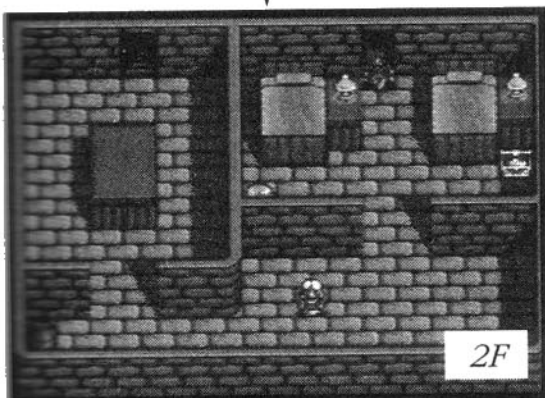
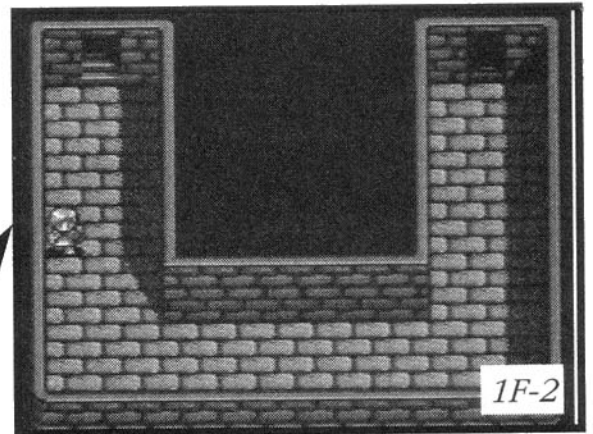
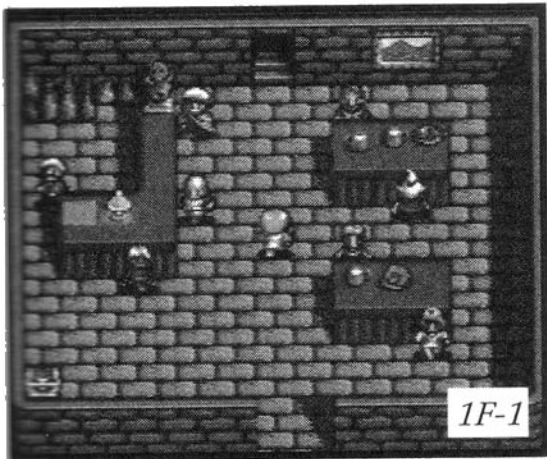
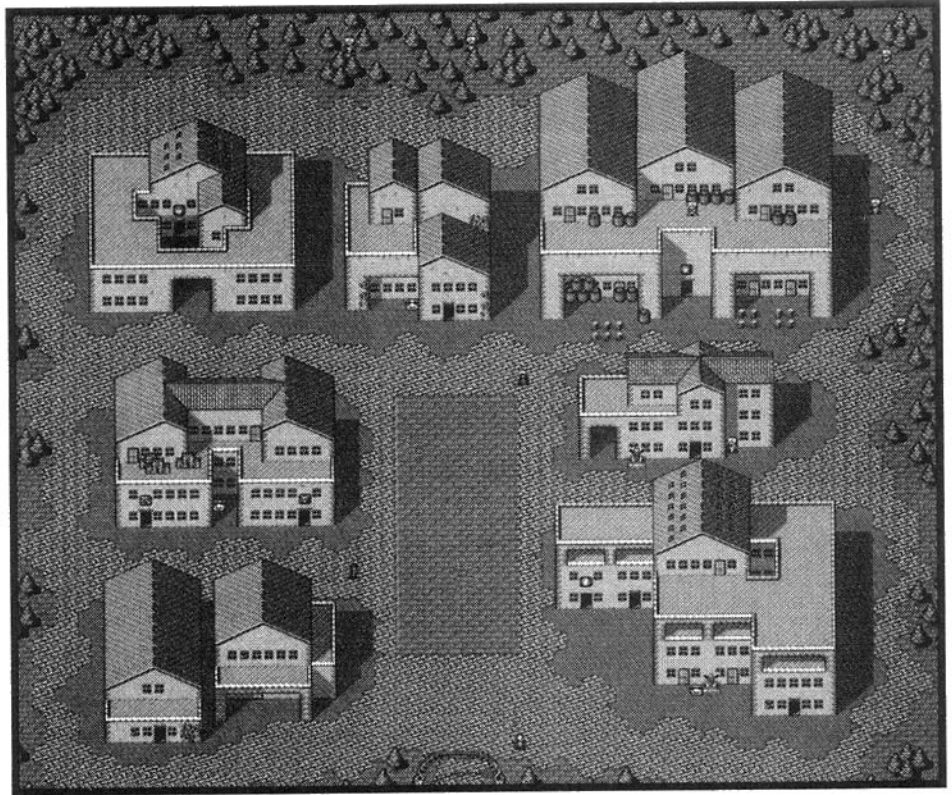
Battle Axe	8600
Magic Bullet.....	1800
Harisen	2
Headband	12
Tiara	100



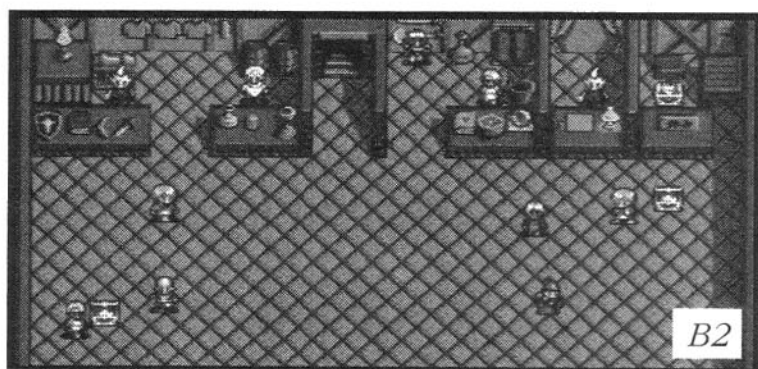
4TH SALESMAN (BAZAAR)

Tattered Clothes.....	12
Soap.....	250
Mia's Bromide	300
Mystery Potion	220
Music Box.....	1500

★ When you first enter town, one of Kyle's soldiers picks your pocket and runs off with the Dragon's Wings. You don't have to find the thief immediately, so explore town. Don't deposit anything in the northwest building, because you'll never get it back. (The guy behind the counter is Dross, who ripped you off back in Meribia.) Talk to Dross to find out that Ramus is the guy running the new shop in Merbia. Good for him! Go to the Tavern and talk to the woman if you want to gamble (like Brett, she plays blackjack and plays it well). Talk to Laike and tell him the rumors are true, then keep talking to him until he mentions the inventor in Iluk.



Walkthrough



★ Go upstairs in the Tavern and talk to the girls, then go back downstairs. Talk to the bartender and he tells you to open the chest in the corner. Walk into the corner and open the chest to find the Thief's Crest. Go back upstairs and talk to the woman, who moves aside to let you through.

★ Talk to everyone in the Bazaar. Open the chest behind the counter for an Itaka



Your Dragon Wings get ripped off as soon as you enter Reza.



Talk to Laike in the Tavern until he mentions the inventor back in Iluk.



The crafty old bartender tests you before you can enter the Thieves Guild.



Enter the Bazaar to catch up with the thief of the Dragon's Wings.



Make sure you have some Soap from Reza before you visit the Spring.



Walkthrough

Nut. The guy who ripped off the Wings is standing near the stairs, so talk to him to get the Wings back. Buy any items you need (especially a bar of Soap), then leave Reza and walk directly east to the spring inside the mountain crescent. Accept the man's offer to bathe in the spring waters (you can't do this unless you have the Soap). Now return to Iluk.

ILUK

- ★ Visit the man in the southeast house and talk to him until he mentions the Rain Cloud. Go to the Thieves Bazaar in Reza and buy the Rain Cloud. Return to Iluk



The Rain Cloud can be found at the Bazaar in Reza.



The inventor needs some vines from the Desert before he can finish his balloon.

and talk to the man for directions to the Red Dragon Cave. Cool. Now talk to the inventor in the northeast house, who asks you to kill some monsters in the Eastern Desert and get him vines. No sweat!

EASTERN DESERT

MONSTERS: Giant Worm, Man-Eating Plant

- ★ If you enter the Desert before being sent by the inventor in Iluk, you'll be attacked by Giant Worms that are *very* tough to beat. Once the inventor has sent you, you'll be attacked by Man-Eating Plants. Keep wandering around the desert and fighting the Plants until you get a Giant Root. (You can sell Giant Roots for 500 S each at any Shop, so you might want to stick around and get a few Roots before leaving.) Return to Iluk.

Walkthrough



Once again, Nall points out the obvious for those readers who aren't paying attention.



Keep slashing Man-Eating Plants until you get a Giant Root. Excellent.

ILUK

★ Give the inventor a Giant Root and he goes outside to fix the hot-air balloon. Follow him outside, talk to him, and get into the balloon. After a wild ride, the balloon crash-lands in Reza. Talk to the man above you and he points you to Meryod.



Take a ride in the hot-air balloon for a scenic view of the Marius Zone.

MERYOD

ARMOR SHOP

Iron Armor	5000
Steel Armor	7600
Steel Helmet.....	1500
Iron Gauntlet	480
Steel Shield	3400

ITEM SHOP

Calm Herb	100
Soap	250
Smoked Fish	4
Holy Smoke	20
Holy Water	10

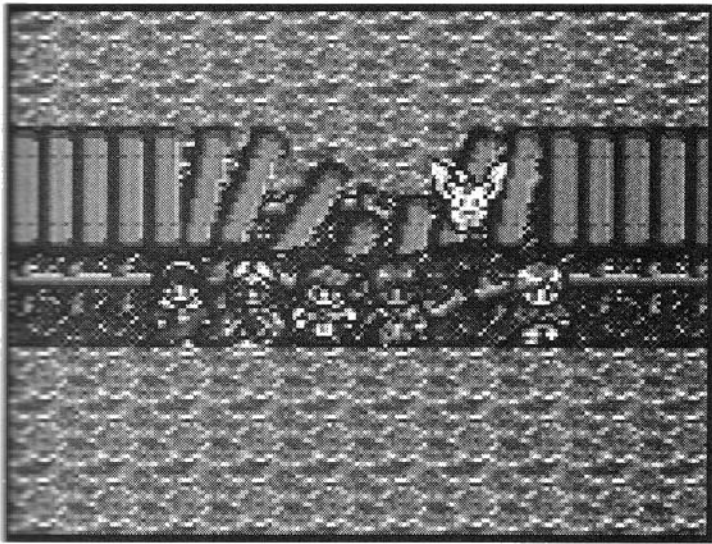
WEAPON SHOP

Samurai Blade	10000
Great Sword	12000
Flail	7300
Boomerang	5200

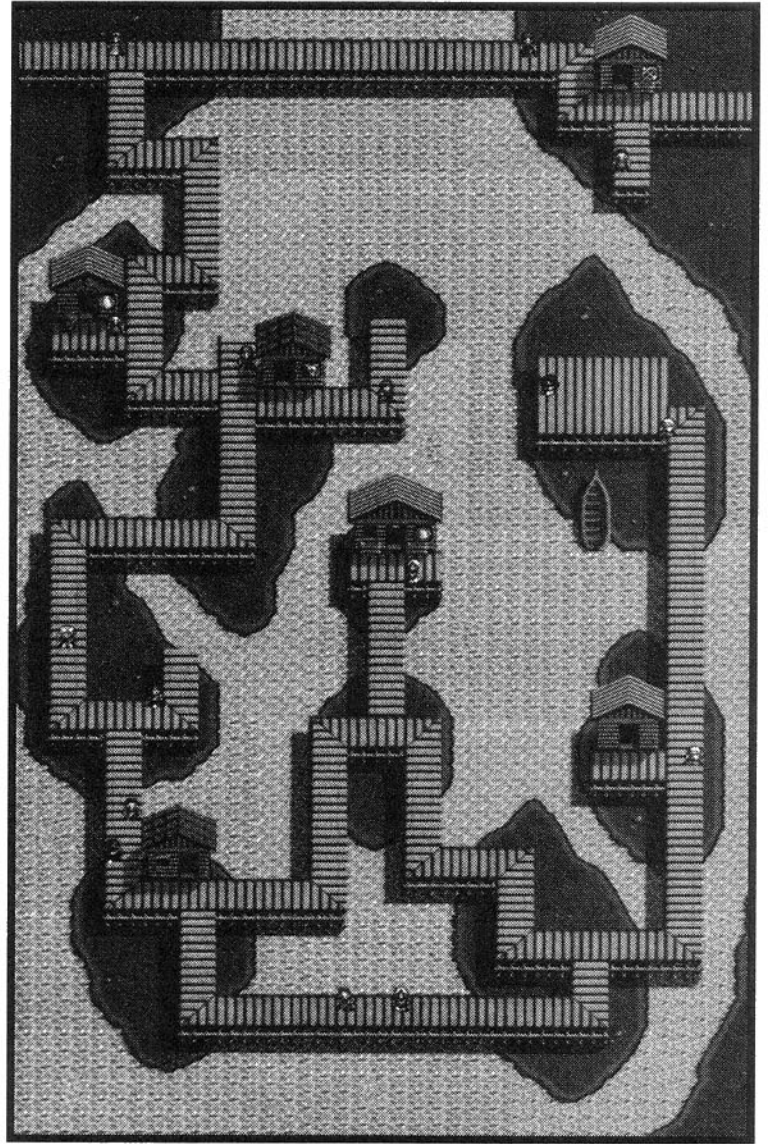
★ Talk to everyone in town, then try to cross the bridge. It collapses (just like the lady warned you!) and you're washed downstream. Talk to the carpenter to tell



him that the bridge is broken and wander around town to find everyone. Get Kyle last (he's in the Tavern). Talk to the man in the Tavern to find out how to get to Damon's Spire: from Reza, head south and go through the narrow mountain path to the green island. Use Alex's Harp near the "island" and it becomes a giant sea turtle that



Rotting bridge + five people = unexpected swim in Meryod. (Don't ya love algebra?)



carries you across to the Spire. Go to the Shrine nearby and save the game before you go inside.



Get directions to Damon's Spire from the man in the Meryod Tavern.

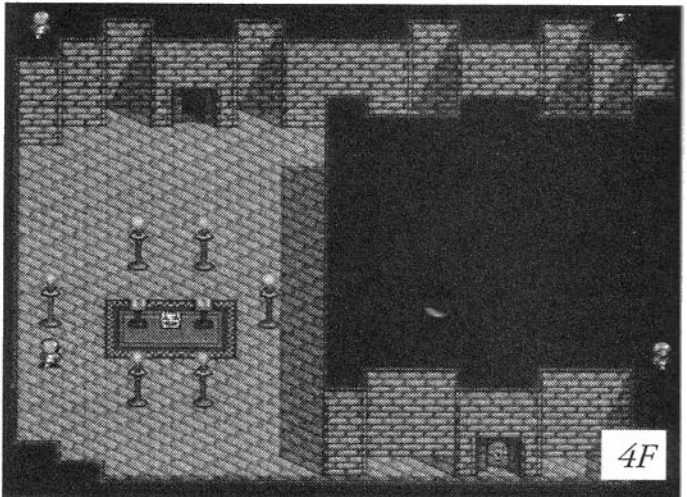
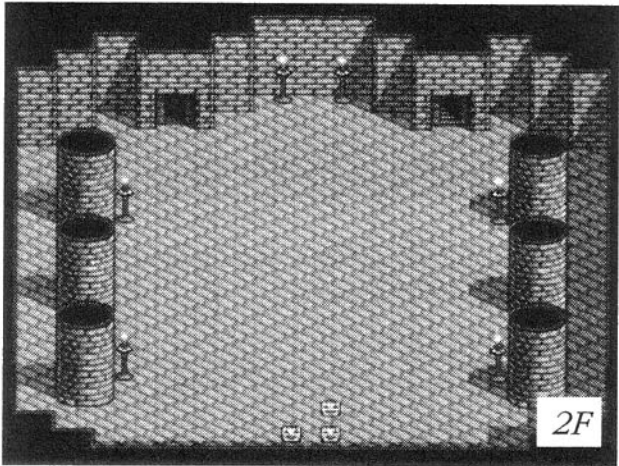
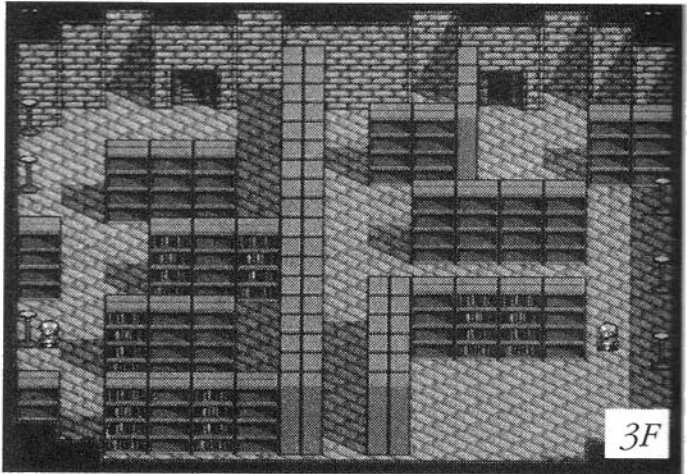
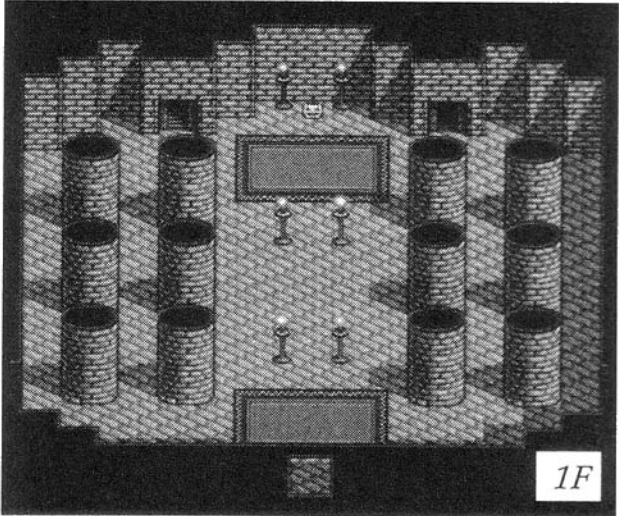
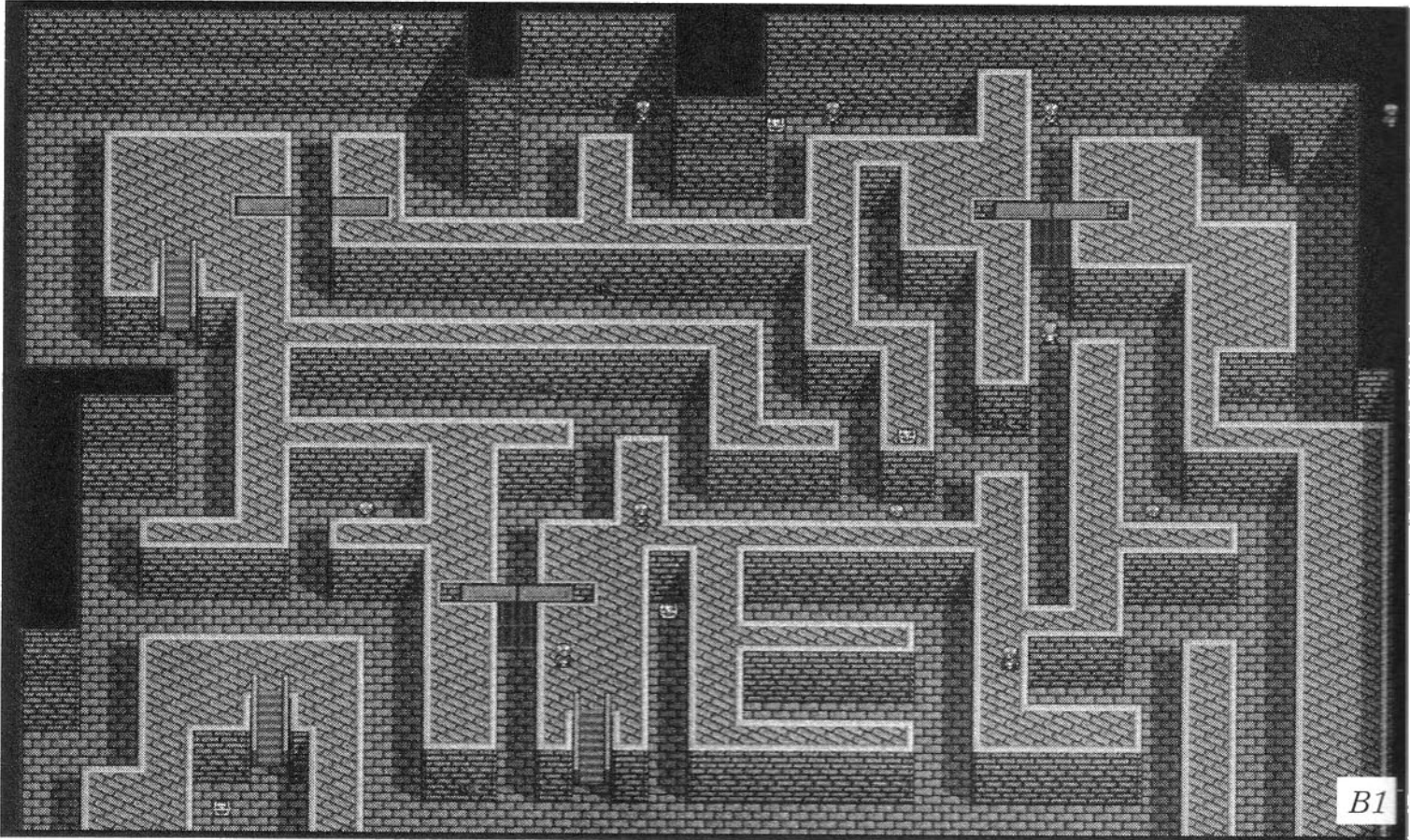


So just how long has this turtle been here that people are mistaking it for an island?!



26: DAMON'S SPIRE

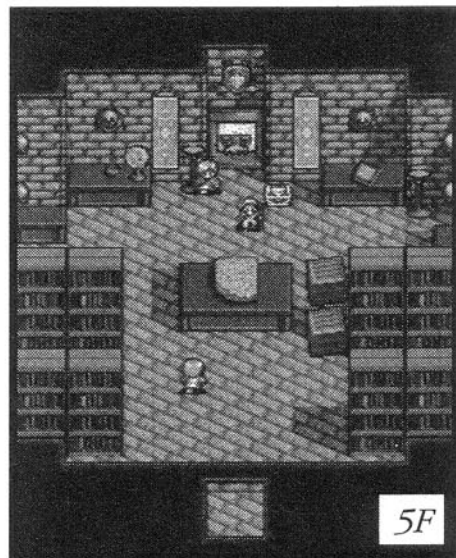
MONSTERS: Pious Reaper, Rufus, Vicious Vegetable





Walkthrough

- ★ On Floor B1, three switches control the three doors. To get the chest in the southwest corner with the Spire Key inside, you have to close the top two doors so that you can walk across them. On Floor 3F, read all of the books in the library. One of the books recharges Alex's HP and MP (but not the other characters). On Floor 4F, use the Spire Key to unlock the door.
- ★ Damon is waiting for you in the Chamber of Wisdom. Talk to Damon after reading all of the books. He tells you that Xenobia is headed to Reza to capture Lily. Use the Wings to fly to Reza and climb up to Lily's room on Floor 2F of the Tavern. It's Xenobia all right,



Get hooked on phonics in Damon's library.



Damon is wise. And old. He's wise and old!

but she doesn't stick around for long. Leave the Tavern and use the Wing to fly to Damon's Spire. Walk west from the Spire to the Red Dragon Cave. Walk to the base of the volcano and use the Rain Cloud to create a path across the lava. Now you can walk inside.



Xenobia snatches the innocent Lily away from the Reza Tavern.

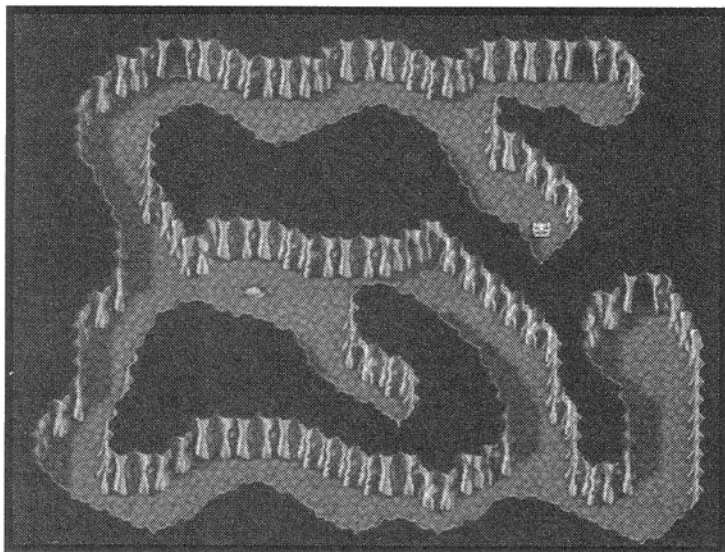


Use the Rain Cloud to create a path across the lava into the Red Dragon Cave.

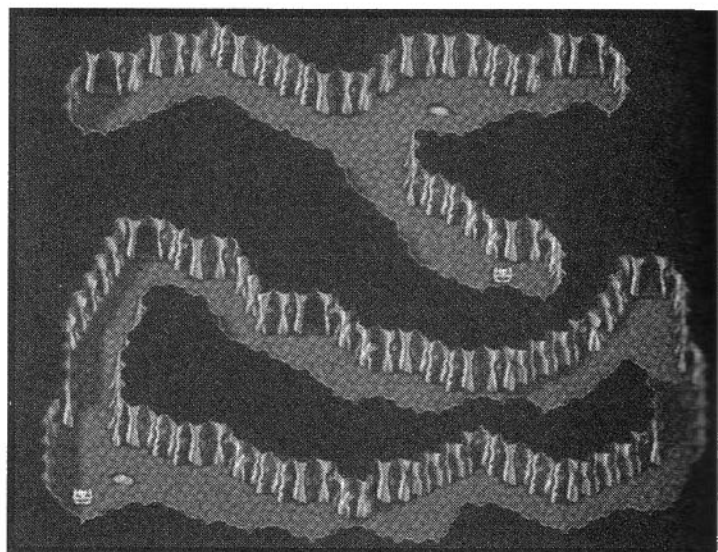


RED DRAGON CAVE

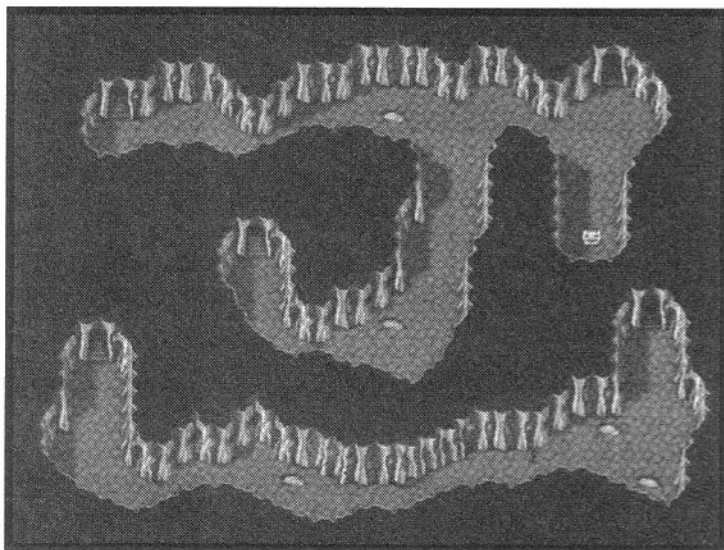
MONSTERS: Earth Elemental, Hermit Crab, Wasteoid



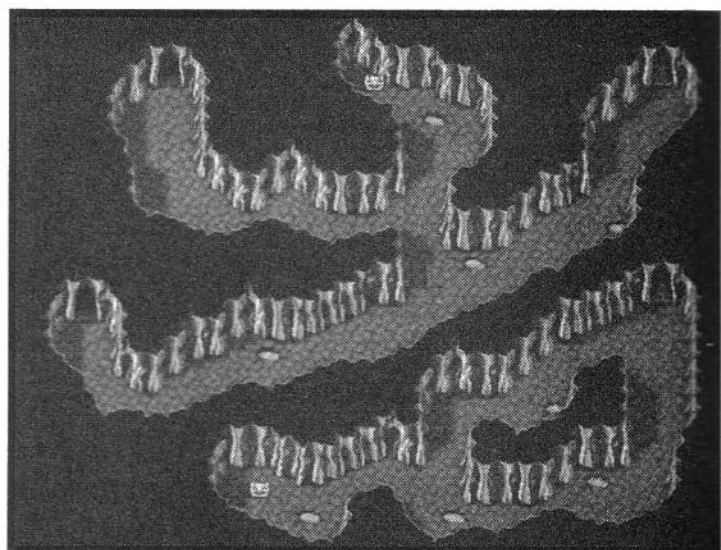
RED DRAGON CAVE B1



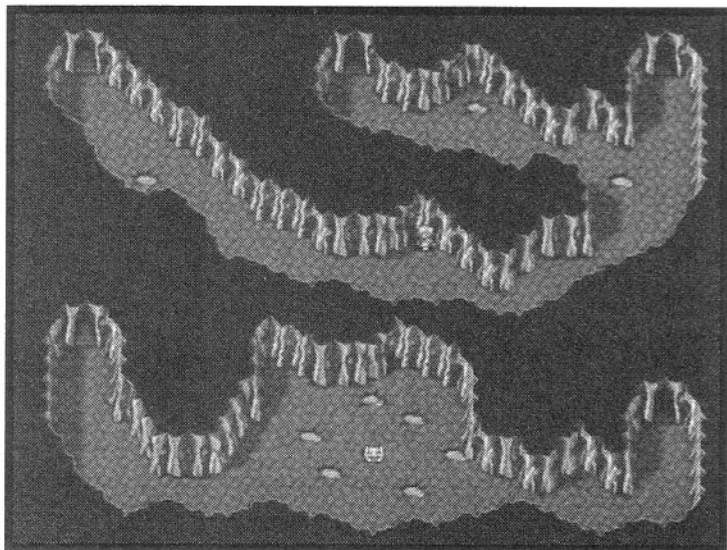
RED DRAGON CAVE B2



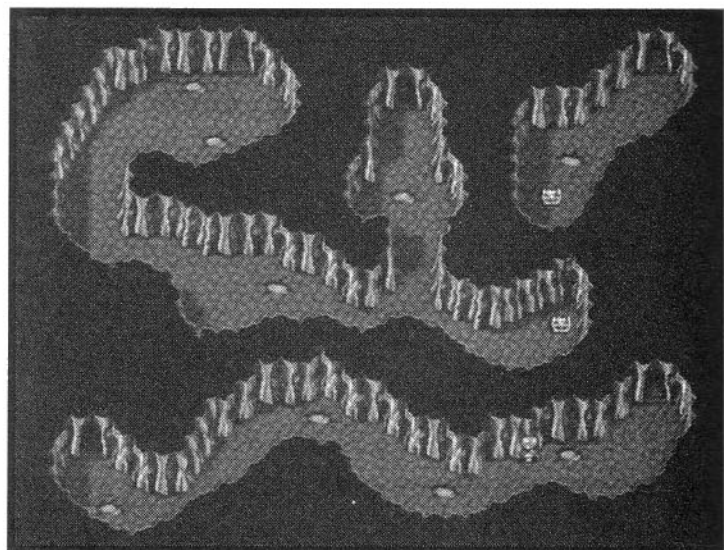
RED DRAGON CAVE B3



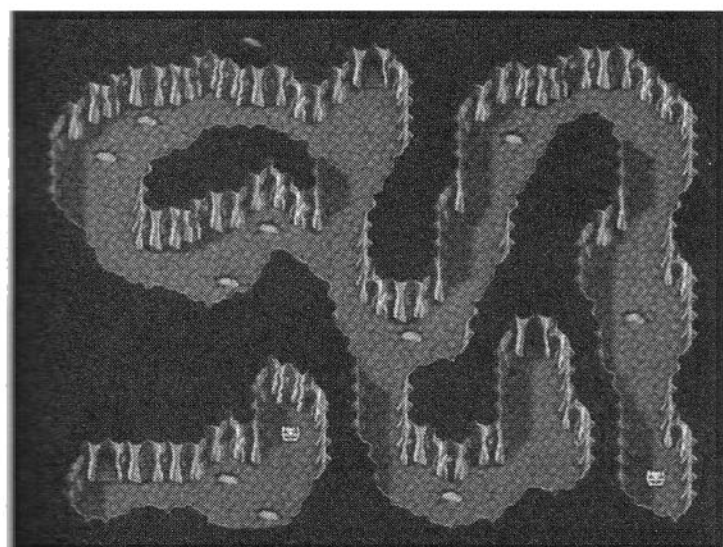
RED DRAGON CAVE B4



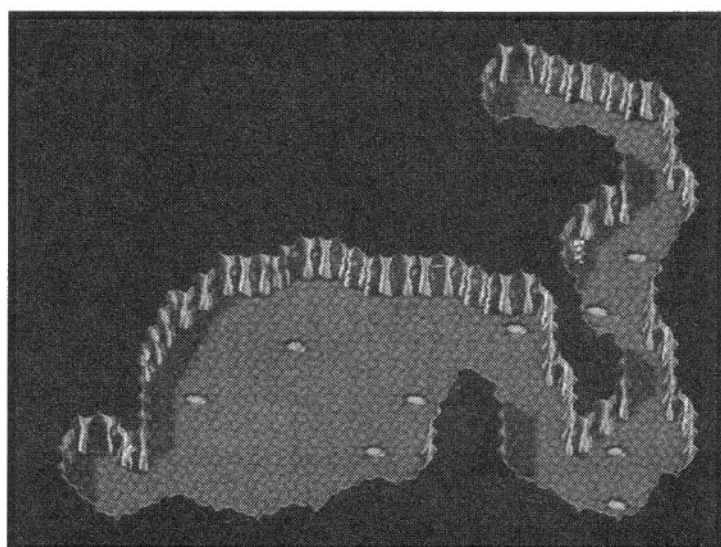
RED DRAGON CAVE B5



RED DRAGON CAVE B6



RED DRAGON CAVE B7



RED DRAGON CAVE B8

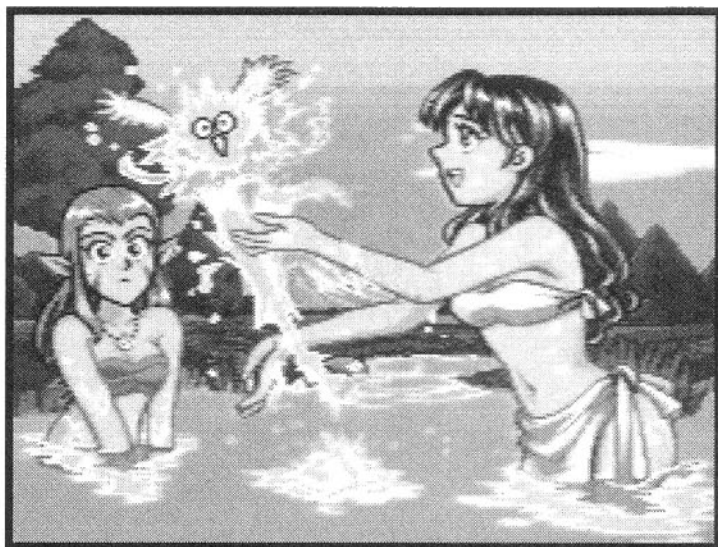
- ★ The Red Dragon is waiting for you at the altar on Floor B8. He gives you his power just before dying. Climb to the top of the altar and take the Dragon Shield. You also get the Dragon Fire spell and 250 XP. Leave the Volcano and go back to Meryod.



The Red Dragon spews out a bit of information before passing on.

MERYOD

- ★ The bridge is fixed, so you can now walk across to the Weapon Shop. Buy Soap from the Item Shop before you leave town and enter the Stadius Zone. Go to the spring north of Meryod and bathe in the waters, then head farther north to the Fountain of Transmission.

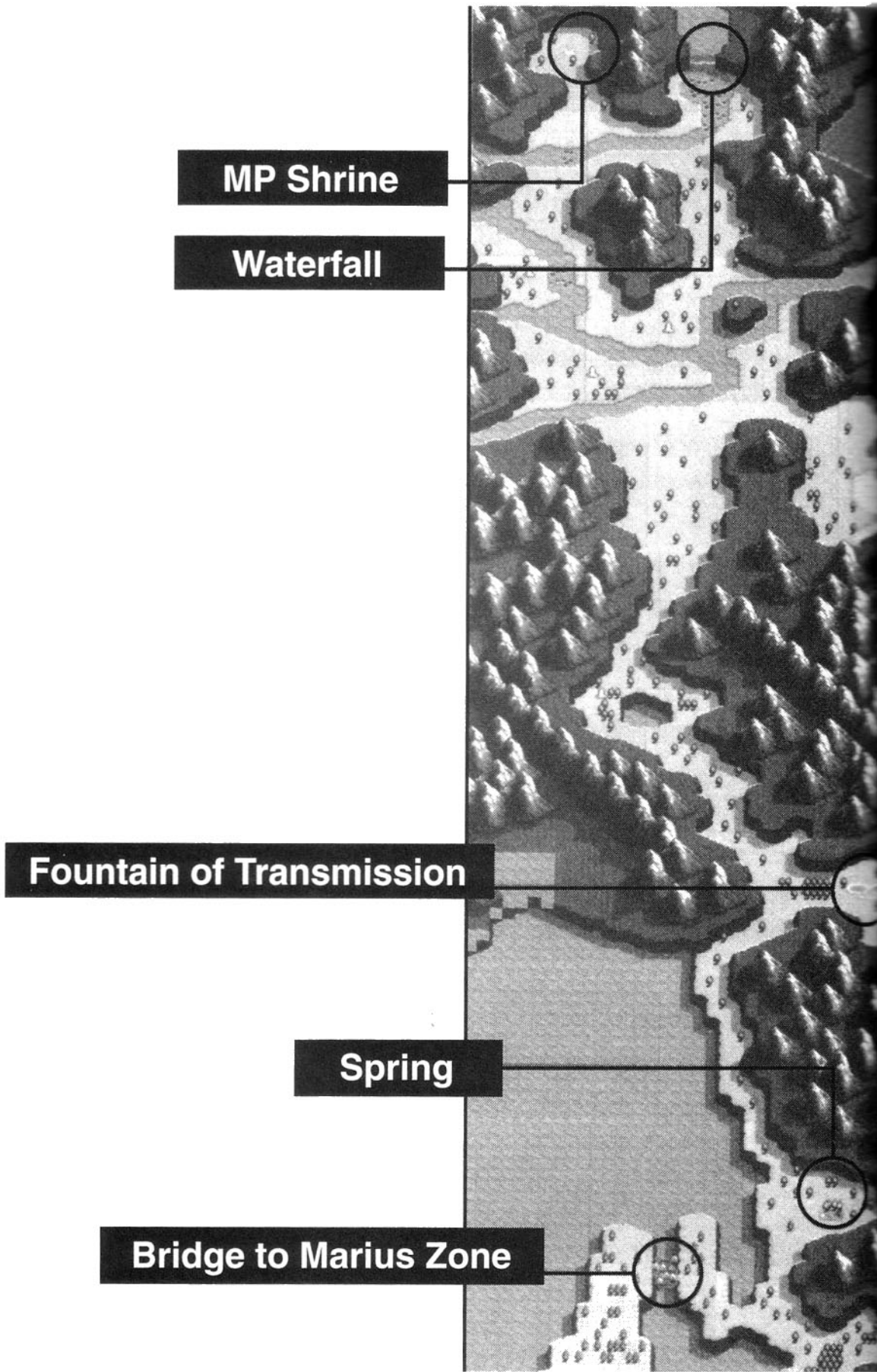


Mia and Jessica frolic in the spring waters while Nall gets wet.

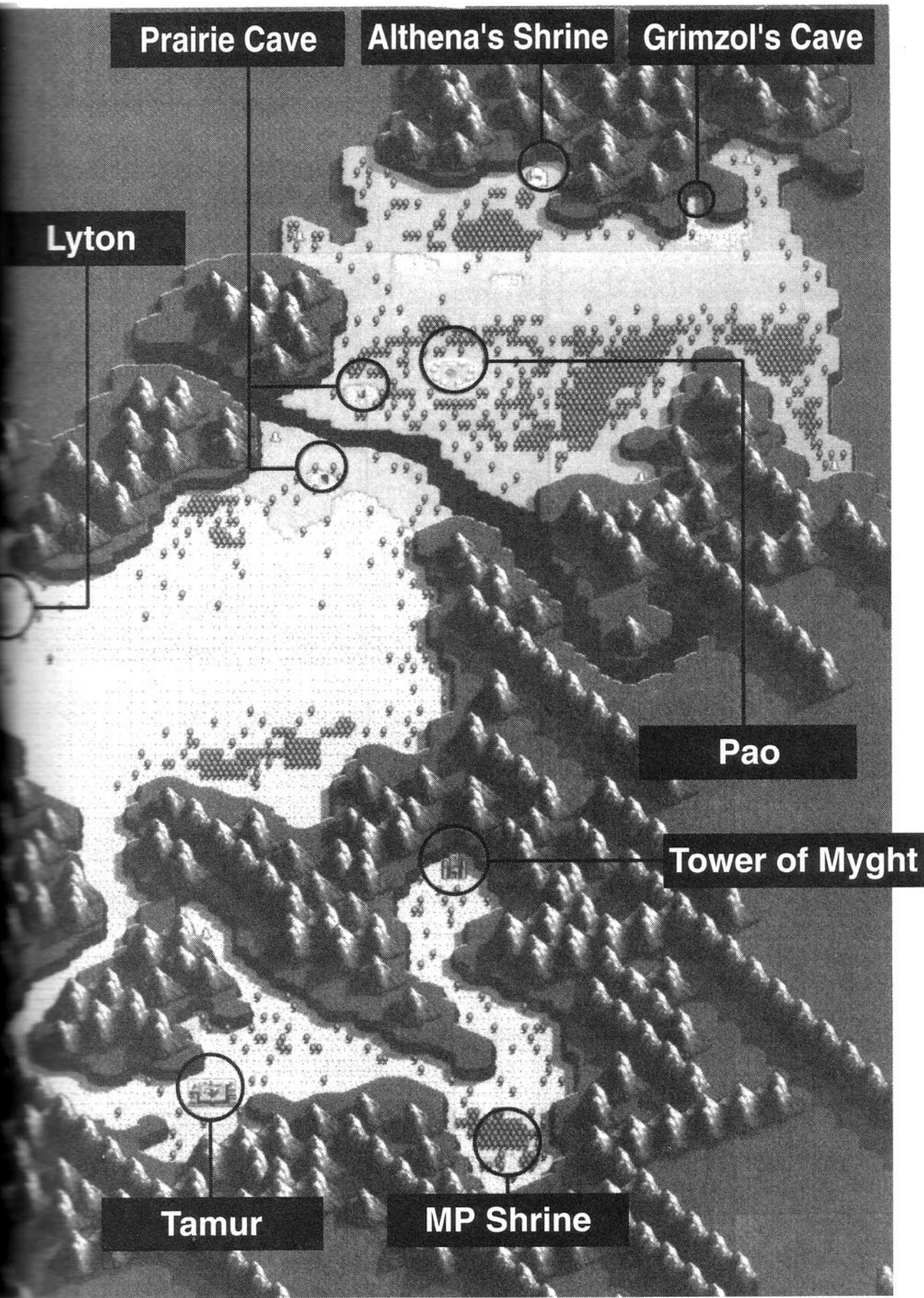


Part IV: Stadius Zone

There are lots of caves in this Zone, but not very many Shrines, except near the Waterfall in the northwest area. Worse yet, most of the Shrines are not-so-helpful HP Shrines, so you have to conserve your MP as you journey between the towns and the caves.



MONSTERS: Goblin, Mage Goblin, Monster Wasp, Nightmare, Ogre





FOUNTAIN OF TRANSMISSION

- ★ The Spring isn't working, and hasn't for ten years because no one's needed to use it. Just super. Walk north and around the mountains to the town of Lyton.

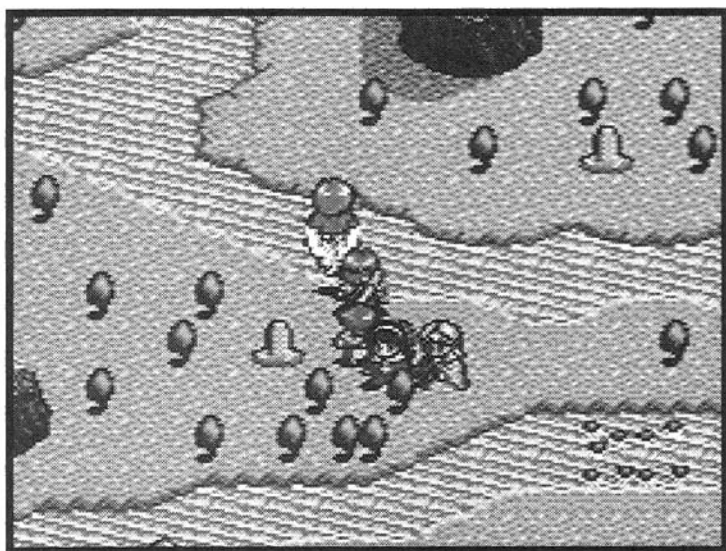


The Fountain's out of order, and you need some magic water to reactivate it.

LYTON

ITEM SHOP

Calm Herb	100
Herb of Althena.....	2300
Garlic	24
Mint Essence.....	30
Holy Flute	200
Starlight	50



Walk across the rocks to the Waterfall.

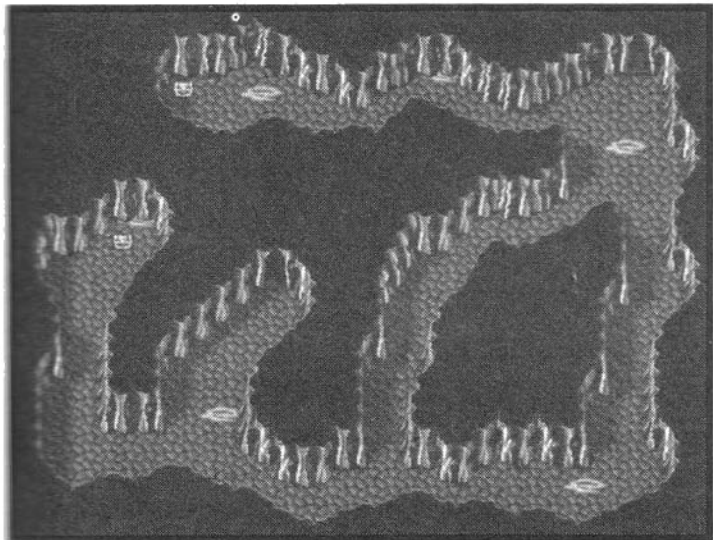


- ★ The magician in the house at the north end of town can help you. When he asks your name, say it's Alex and he makes it possible to cross the river north of town. Leave town and walk north across the rocks to the Waterfall, then walk *through* the Waterfall to enter the Blue Dragon Cave.

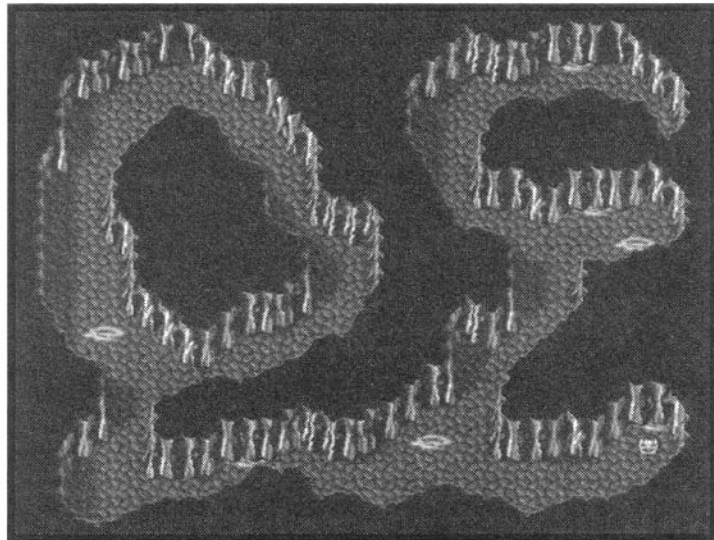


BLUE DRAGON CAVE

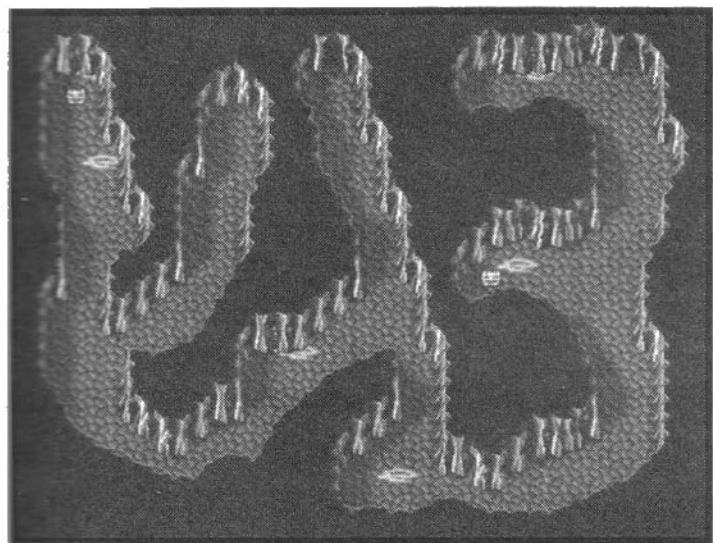
MONSTERS: Dragonfish, Ghoul Fish, Water Elemental, Brainiac



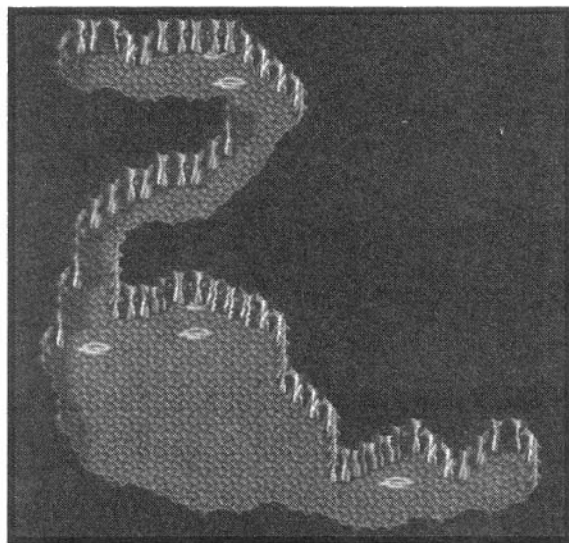
BLUE DRAGON CAVE B1



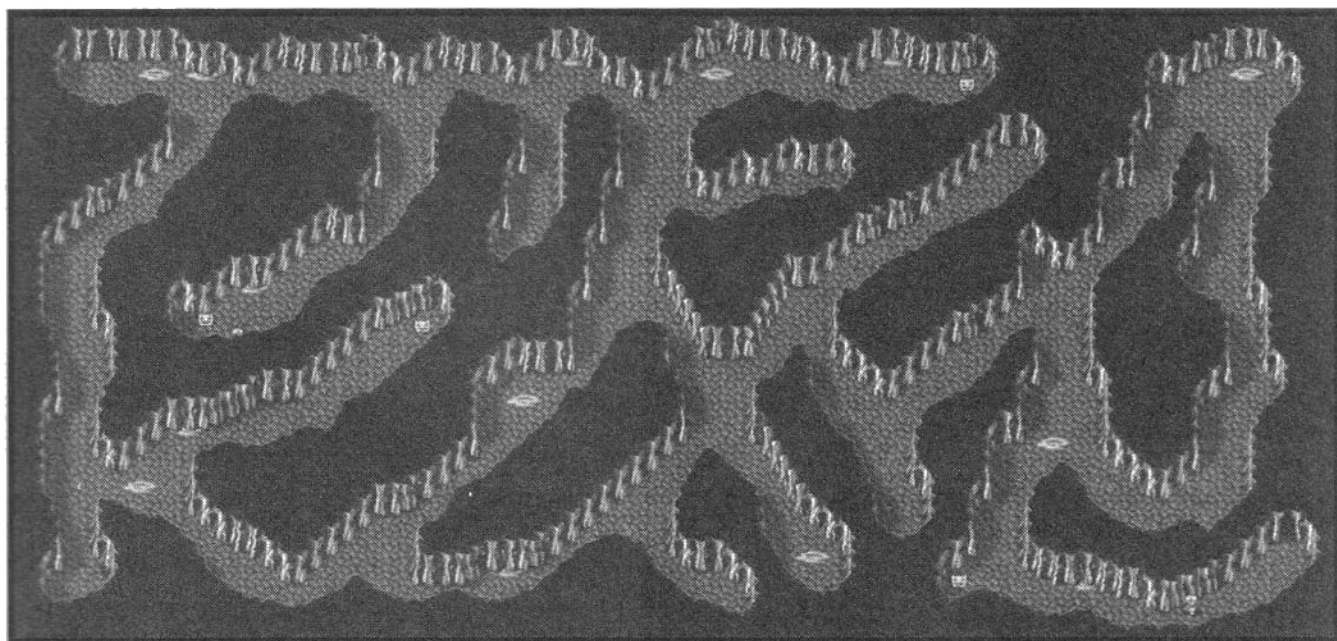
BLUE DRAGON CAVE B2



BLUE DRAGON CAVE B3



BLUE DRAGON CAVE B5

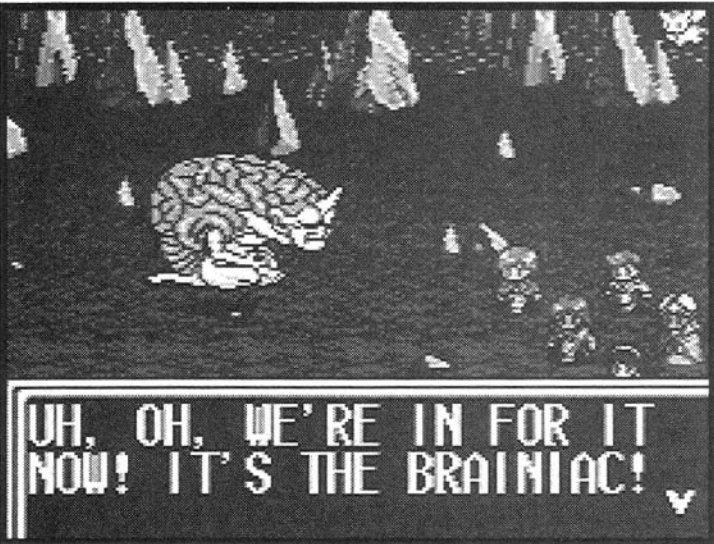


BLUE DRAGON CAVE B4

Walkthrough



★ The Brainiac is the boss at the bottom of the Cave (Floor B5). Have everyone use spells and skills (Alex's Dragon Fire, Kyle's Fastcut, and Nash's Thunder Shot 2). Go to the altar when you win and take the Dragon Helmet. You also learn the Dragon Tear spell and gain 400 XP. As you start to leave the altar, Xenobia appears



Use your most powerful spells against the exceptionally strong Brainiac.



*Nash is working for the bad guys?!
What a little weasel!*

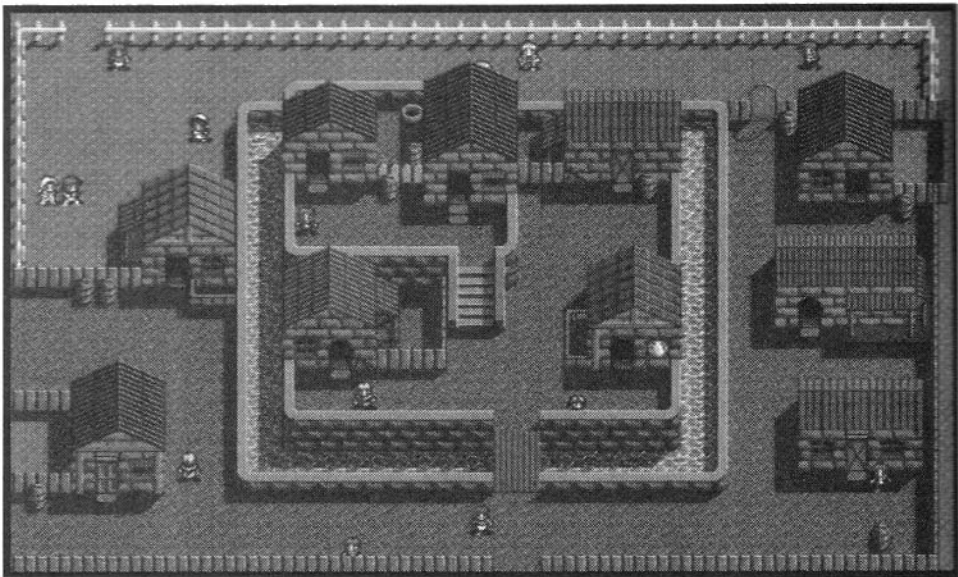
behind you, and Nash steals the Helmet and takes off with her! Why, that slimy little... ah, well, you'll deal with him later. For now, leave the Cave and use the Wing to return to Lyton. Talk to everyone there, then head south through the mountains to find the town of Tamur.

TAMUR

ITEM SHOP

Calm Herb	100
Holy Smoke	20
Mint Essence	30
Holy Flute	200
Sun Drops	1300
Light Barrier	740

★ Talk to Laike, who volunteers to take you to the Tower of Myght. Unfortunately, he makes you leave Nash, Mia, and Jessica behind because Myght is embarrassed by his strong body odor. (He can invent hot-air balloons, but can't whip together a deodorant?) Talk to Tempest and Fresca in the northwest area of town and accept Tempest's challenge to fight you.





Laika will take you to the Tower, but you have to leave everyone else behind.

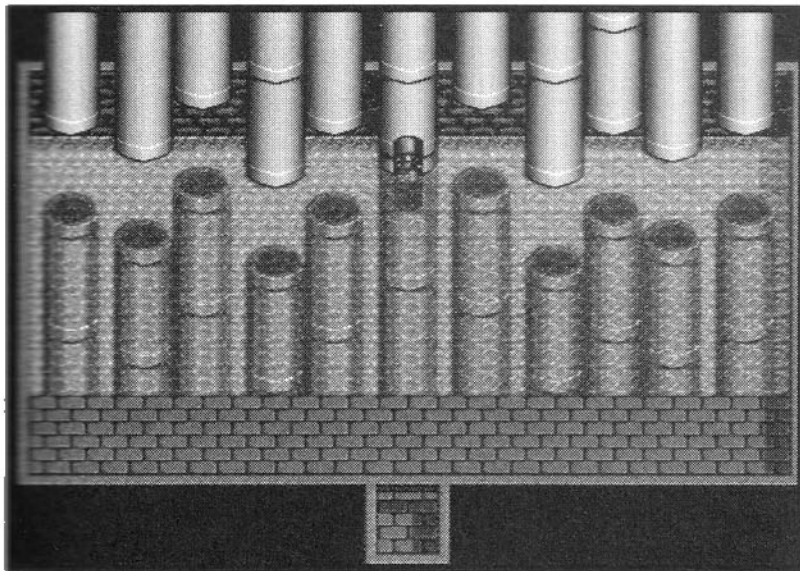


Accept Tempest's challenge and he'll assist you later on in the quest.

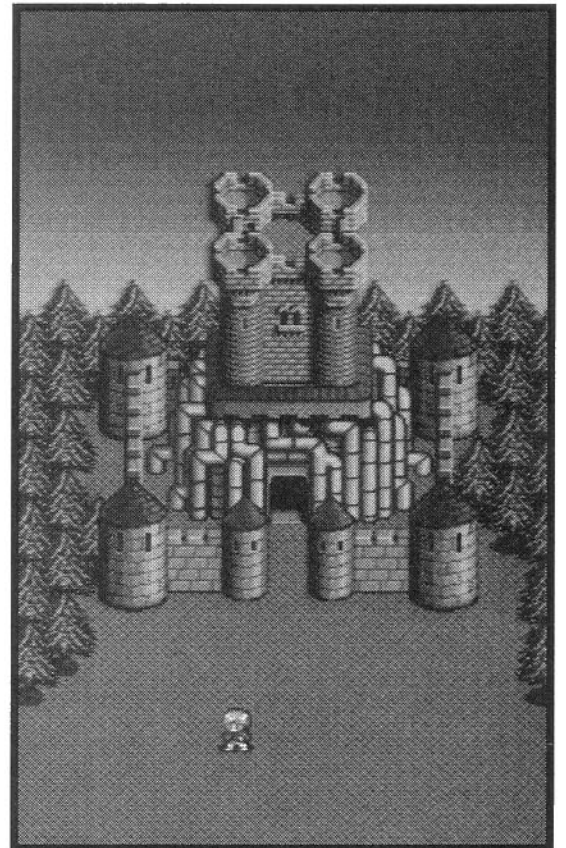
- ★ After a brief scuffle, Tempest says he's impressed by your strength and might call on you later. Leave town and walk east and north to the Tower of Myght.

TOWER OF MYGHT

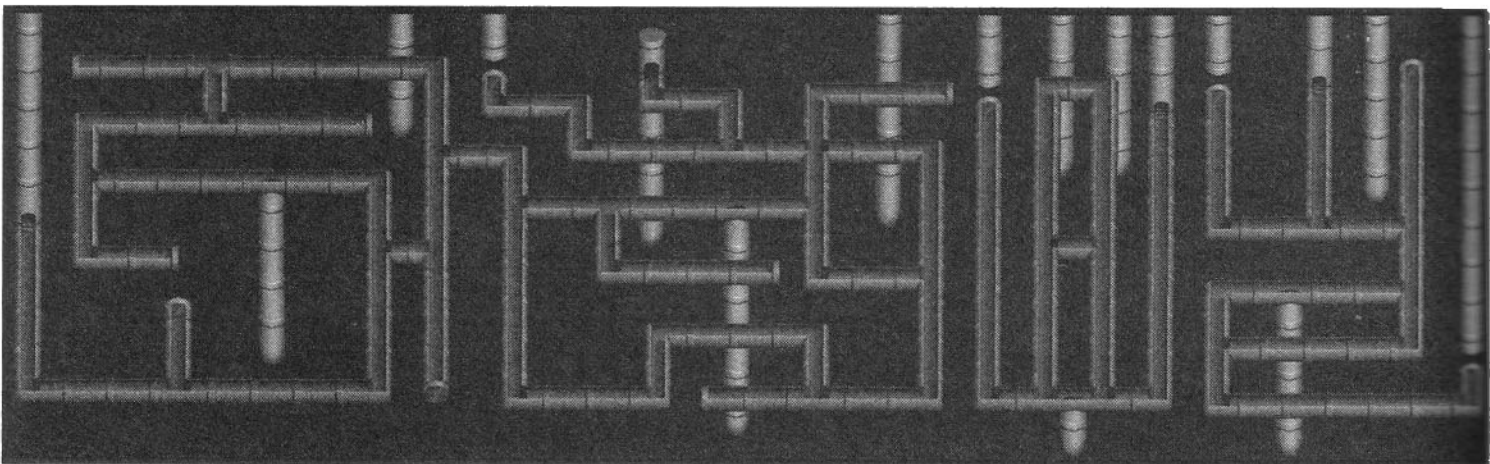
MONSTERS: Cave Rat, Squibbler



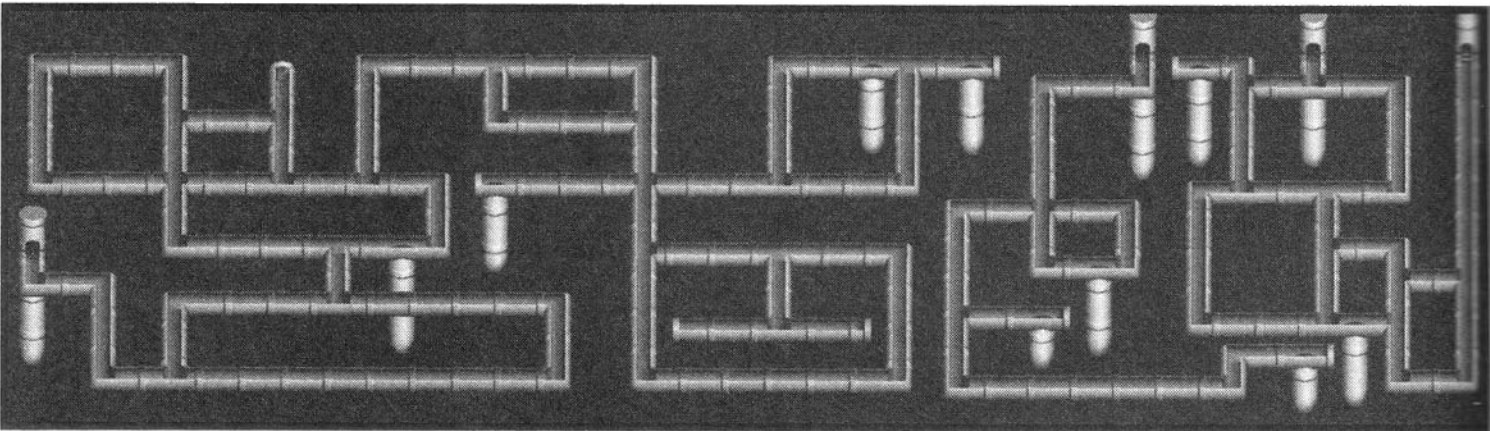
MYGHT'S TOWER 1F



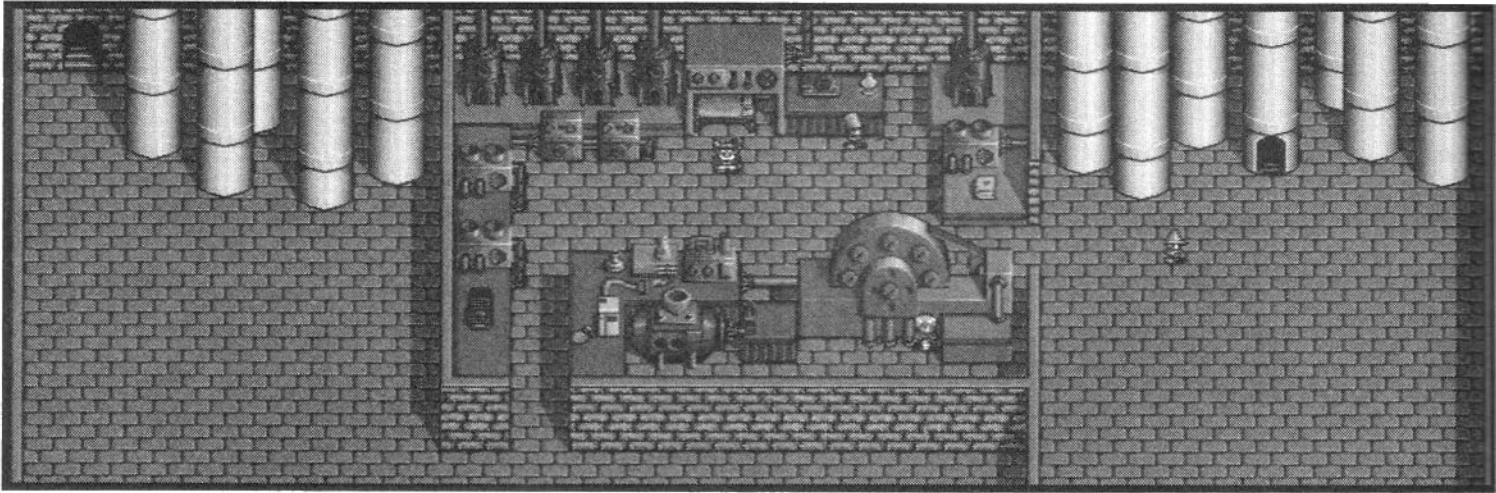
- ▼ Laike is a mighty strong dude, and by this point in the quest, so is Alex. Attack the monsters with your weapons and save your MP to cast heal spells when Laike or Alex is getting weak.
- ★ Most of the holes in the pipes drop you back down to the entrance, so keep track of which holes should be avoided (or use the maps we slaved for days to create for you!). Myght's waiting for you on Floor 3F. Talk to him until he agrees to build a hot-air balloon.



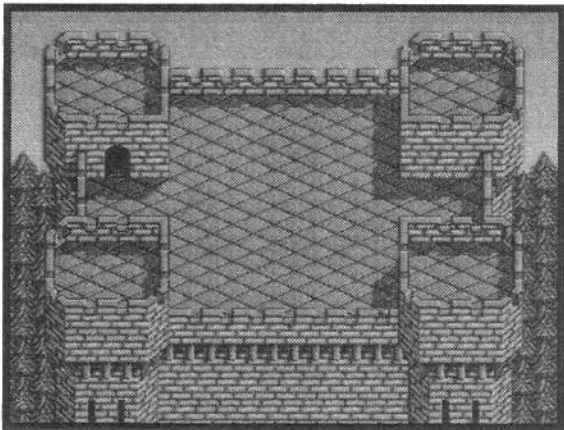
MYGHT'S TOWER 2F



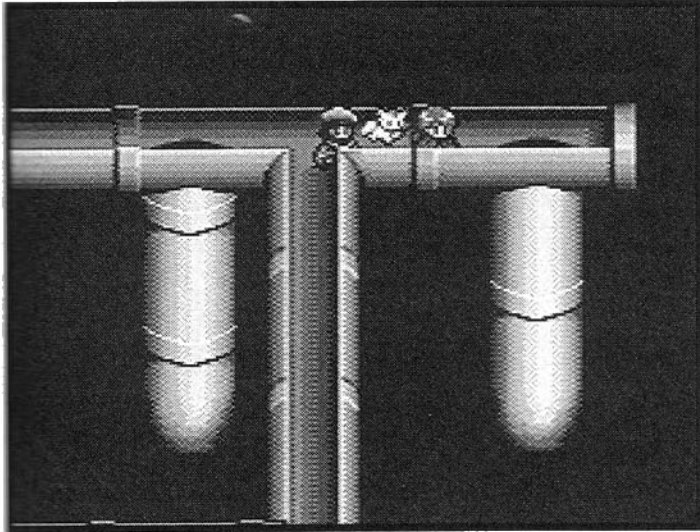
MYGHT'S TOWER 3F



MYGHT'S TOWER 4F



MYGHT'S TOWER 5F



The pipe holes drop you back down to Floor 1F. Avoid them like the plague.



Myght's a grumpy old fart, but he's got the brains to get you to Althena's Tower.



Climb up to the roof and Ghaleon appears to taunt you. (Be glad he doesn't attack you!)



Nash turns out to have been on your side the whole time. A double agent--how cool!

- ★ Climb up to Floor 4F and walk to the middle of the roof. Ghaleon appears, makes a few threats, and disappears again. Return to Tamur and return to Laike's house (he leaves your party when you enter town). Talk to Nash, Mia, and Jessica to get them back in your party. Nash enters Laike's house and says that he's not really a traitorous swine. Say you believe him and he rejoins you and gives the Dragon Helmet back. Leave Tamur and walk north into the Prairie Cave.



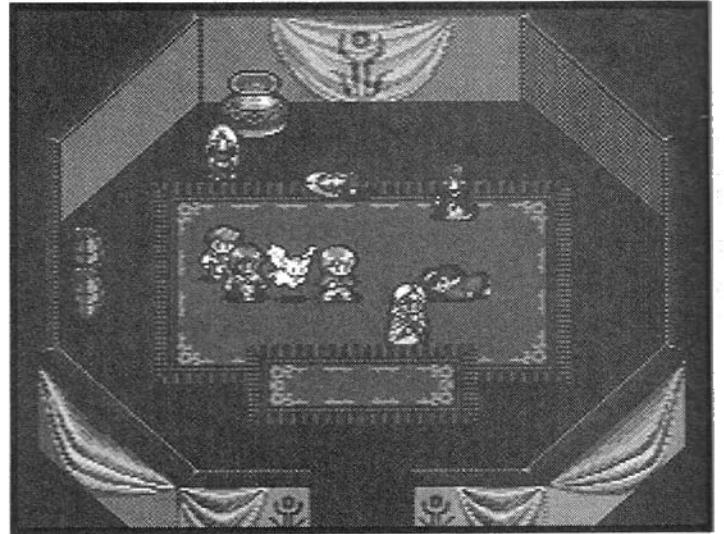
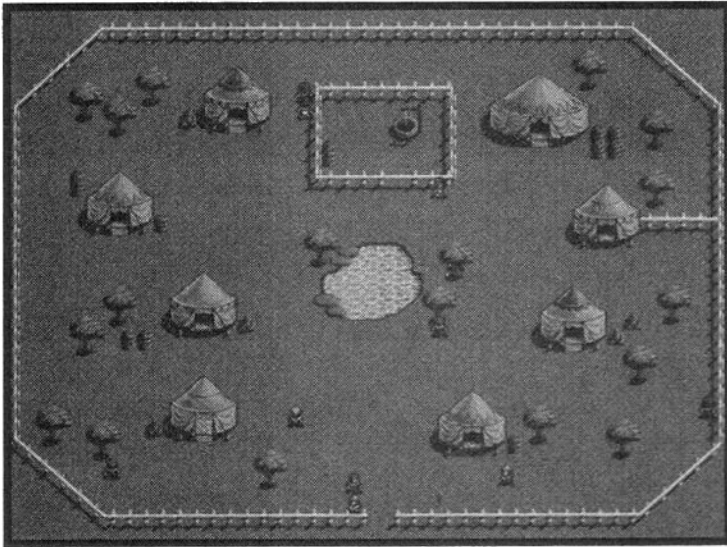
PRAIRIE CAVE

- ★ Normally, you can't pass through the Cave, but the guards allow you to cross the bridge because you're going to help Tempest find a cure for the disease ravaging his town. When you come out on the other side of the Cave, go to Pao.



The cave guards let you through to help Tempest find a cure for the disease.

PAO



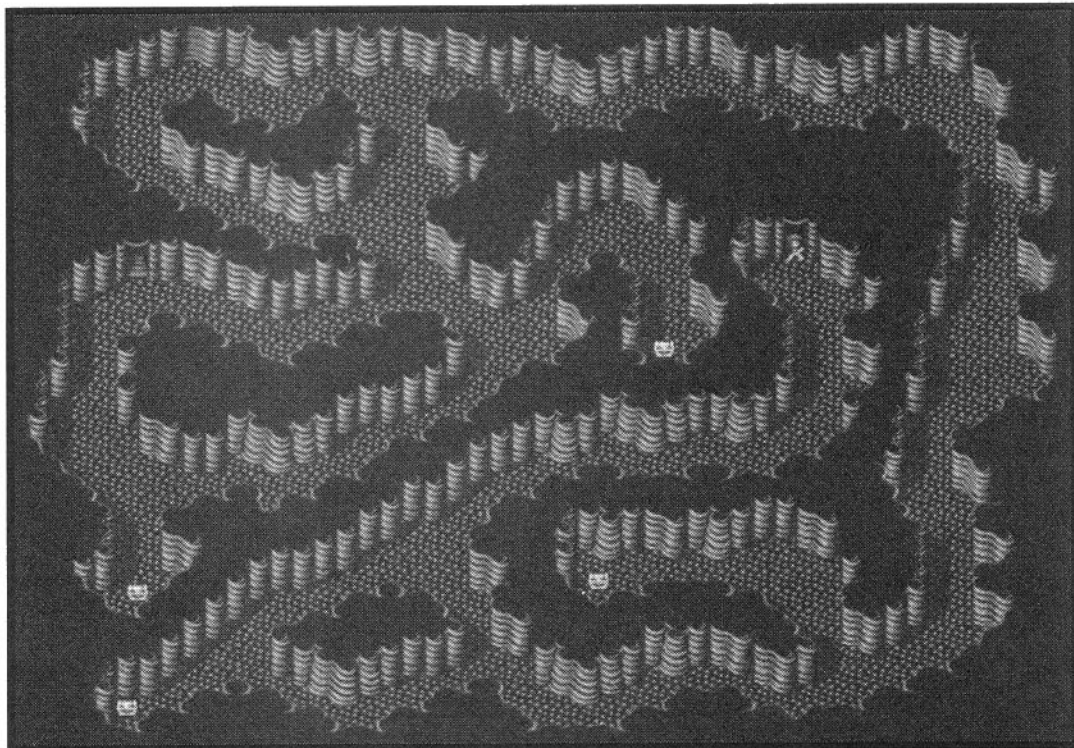
- ★ Talk to the village elder and Mia falls victim to the disease spreading through Pao. Oh, *great*. Now you have no choice but to get the Seal of the Goddess from the Cave of Darkness, also known as Grimzol's Cave. Walk north of Pao to find the Cave.

The disease claims Mia as a victim and forces you to explore Grimzol's Cave to find a cure.

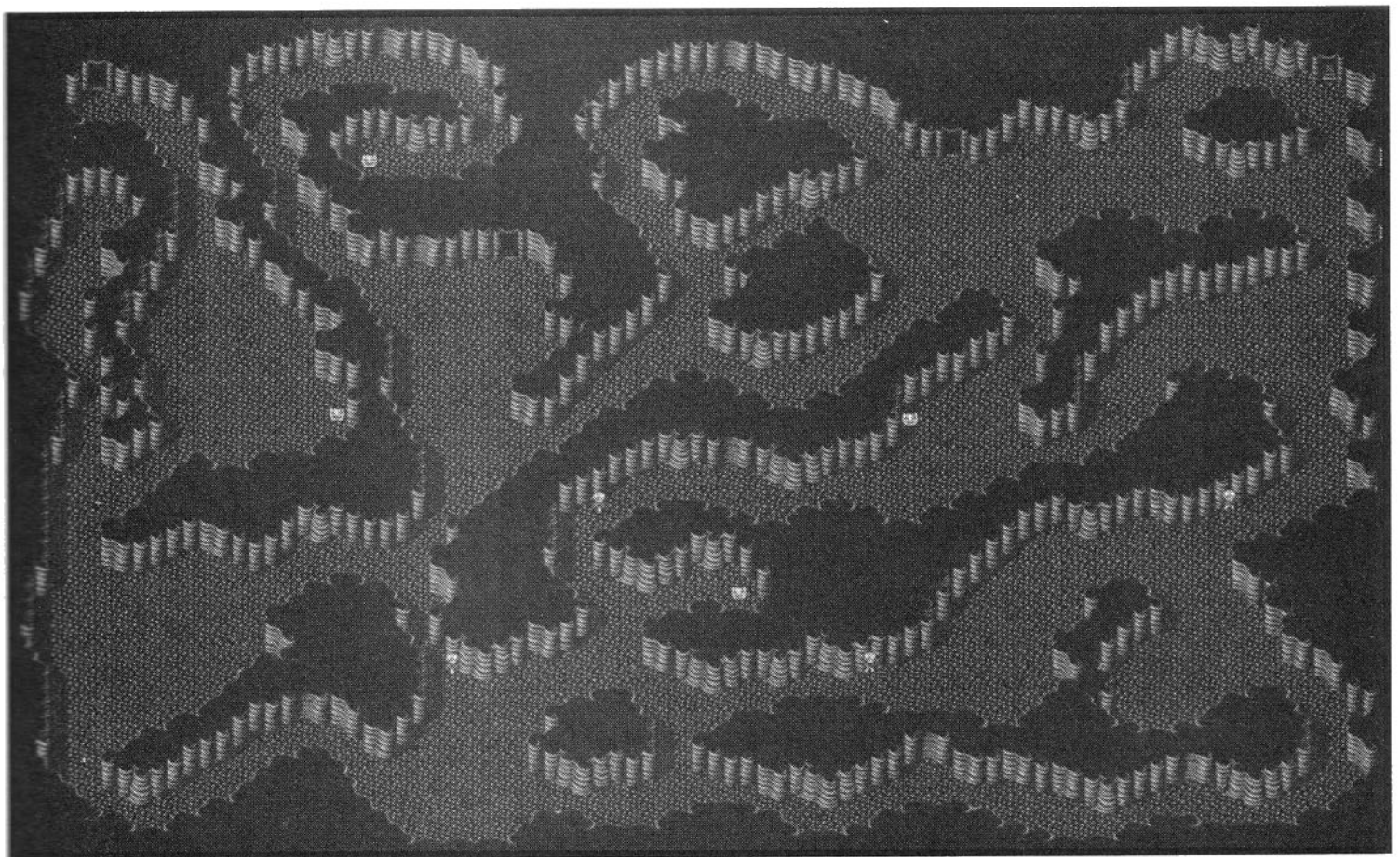


GRIZMOL'S CAVE

MONSTERS: Slice O' Dead, Slicer, Undead Warrior, Inca God

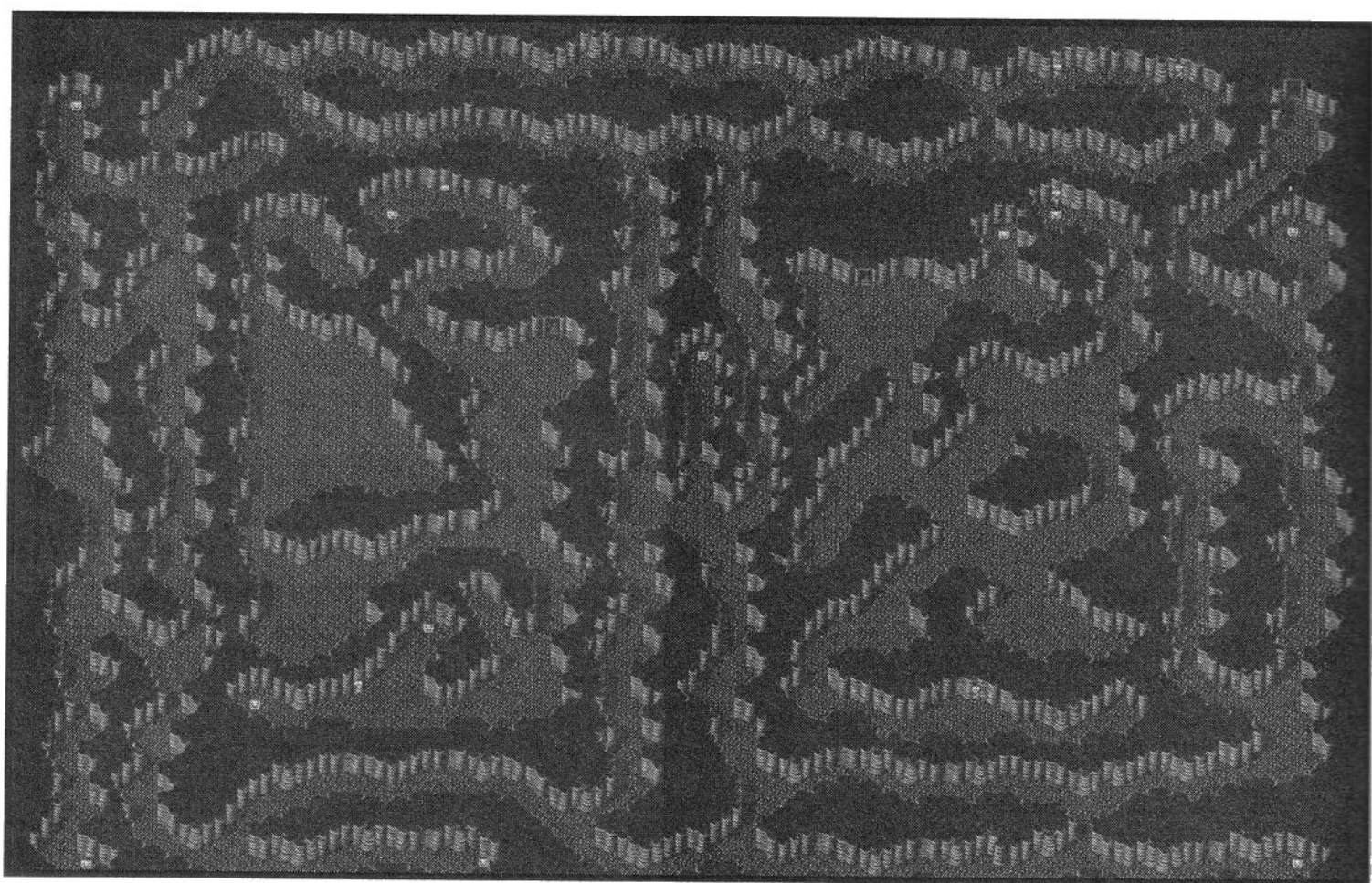


GRIMZOL'S CAVE B1



GRIMZOL'S CAVE B2

Walkthrough



GRIMZOL'S CAVE B3

- ★ There's a Pixie's Whip on Floor B1 that you can't equip to anyone in the party, but keep it with you. You meet Tempest at the stairs down to Floor B2. Talk to him and he joins your party. Equip him with the Pixie's Whip before you descend into Floor B2.

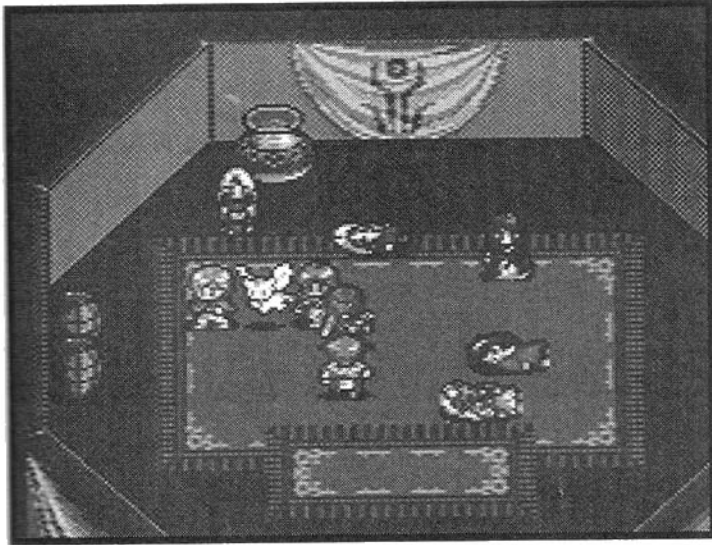


Hold onto the Pixie's Whip until you find Tempest on Floor B1.



Grimzol has the cure for the disease, but he's not giving it up without a fight.

- ★ Grimzol the Inca God is the boss at the bottom of the Cave. Have Alex use his Dragon Tear spell while the other characters wear Grimzol down. The Dragon Tear spell is very effective, so keep using it until you're out of MP. You score a



Bring the Goddess' Seal into the tent to cure Mia, Jessica, and everyone else.



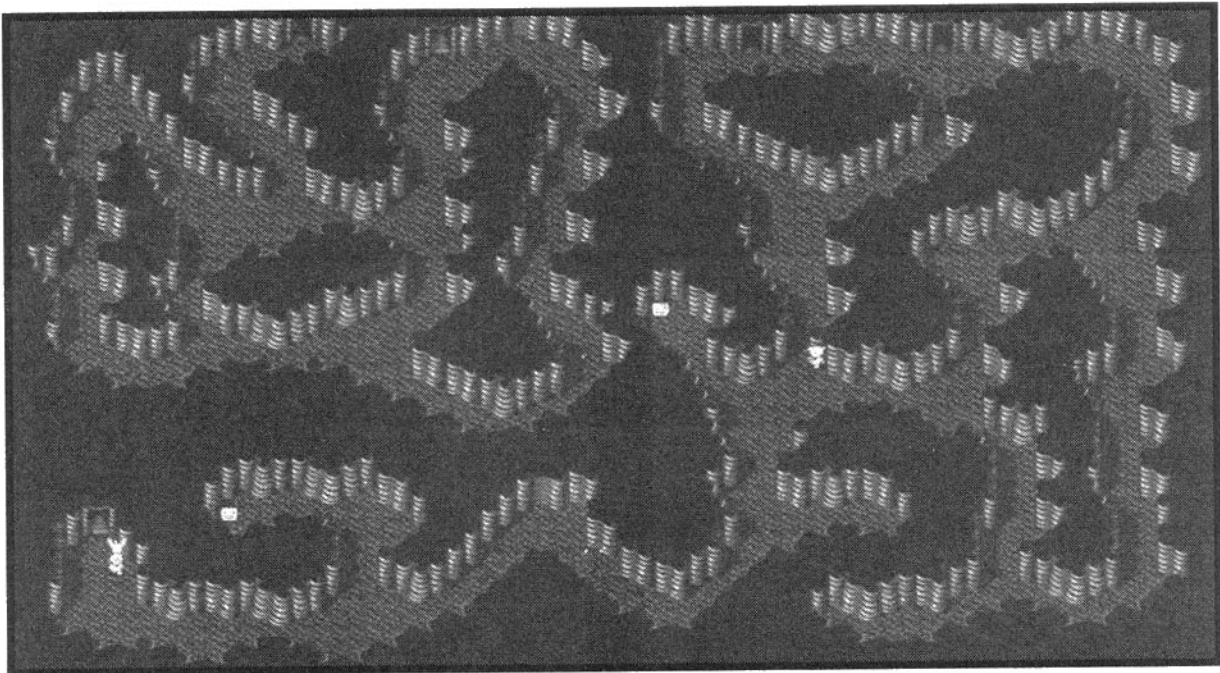
The village elder gives you the Mirage Potion with which to activate the Fountain.

whopping 1000 XP and the Goddess' Seal when you win the battle. Leave the Cave and return to Pao.

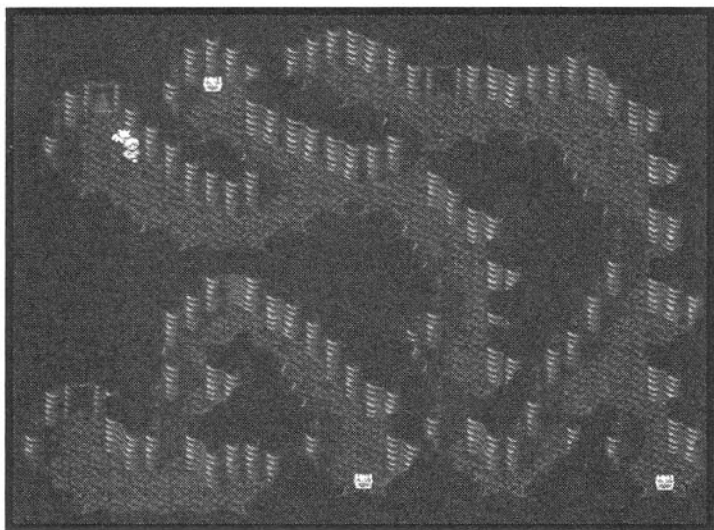
- ★ Talk to the woman in the tent with Mia and Jessica to give her the Seal. Tempest leaves the party. Talk to Mia and Jessica to get them to rejoin you, then talk to the sick village elder until she gets up and leaves the tent. Go outside and talk to the elder, who's standing next to the well. She has the Water of Mirage for you (although it's called the Mirage Potion when you get it). Talk to Tempest and Fresca in the northwest tent, then return to the Fountain of Transfer.

DARK CAVE

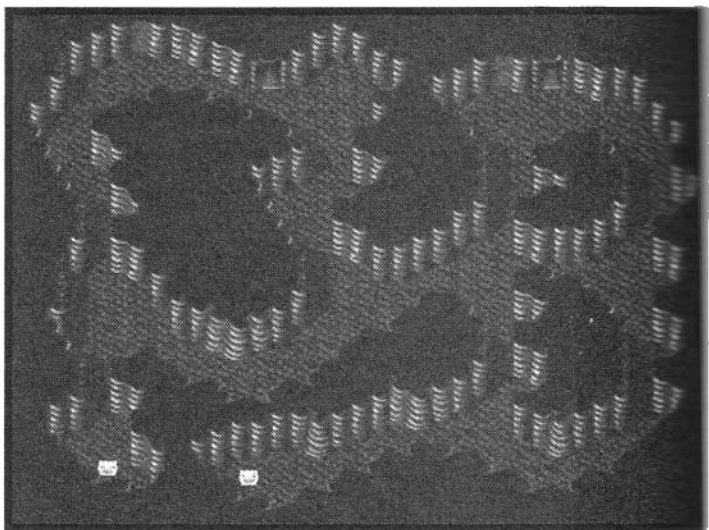
MONSTERS: Cursed Face, Spider Crab, Undead Warrior



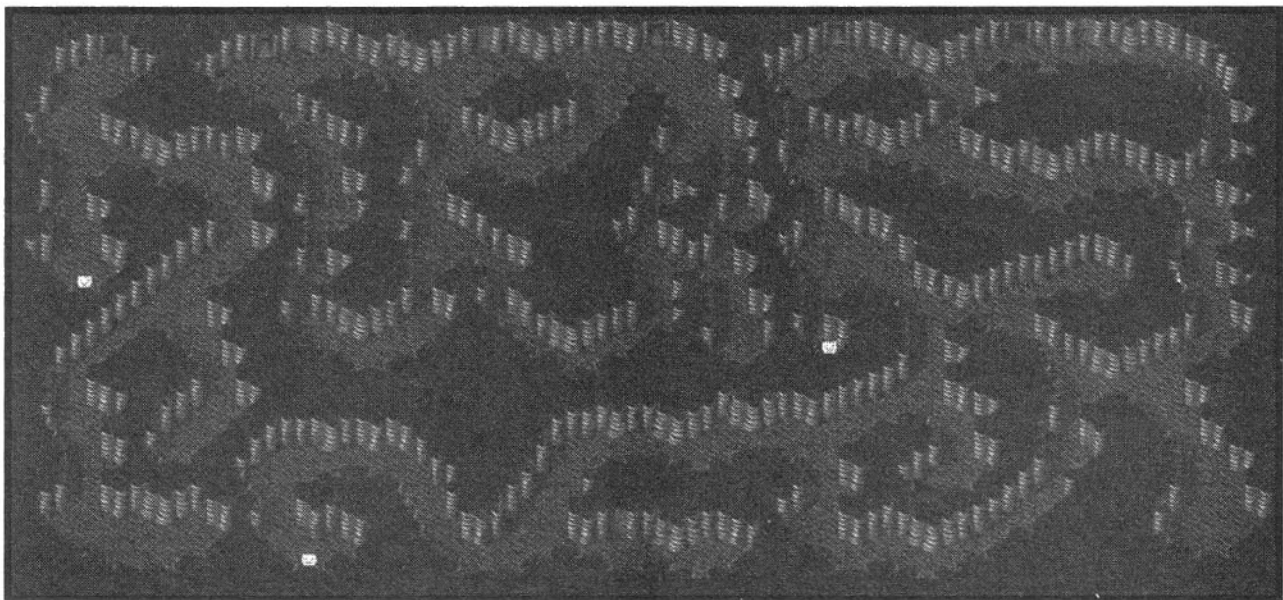
DARK CAVE B2



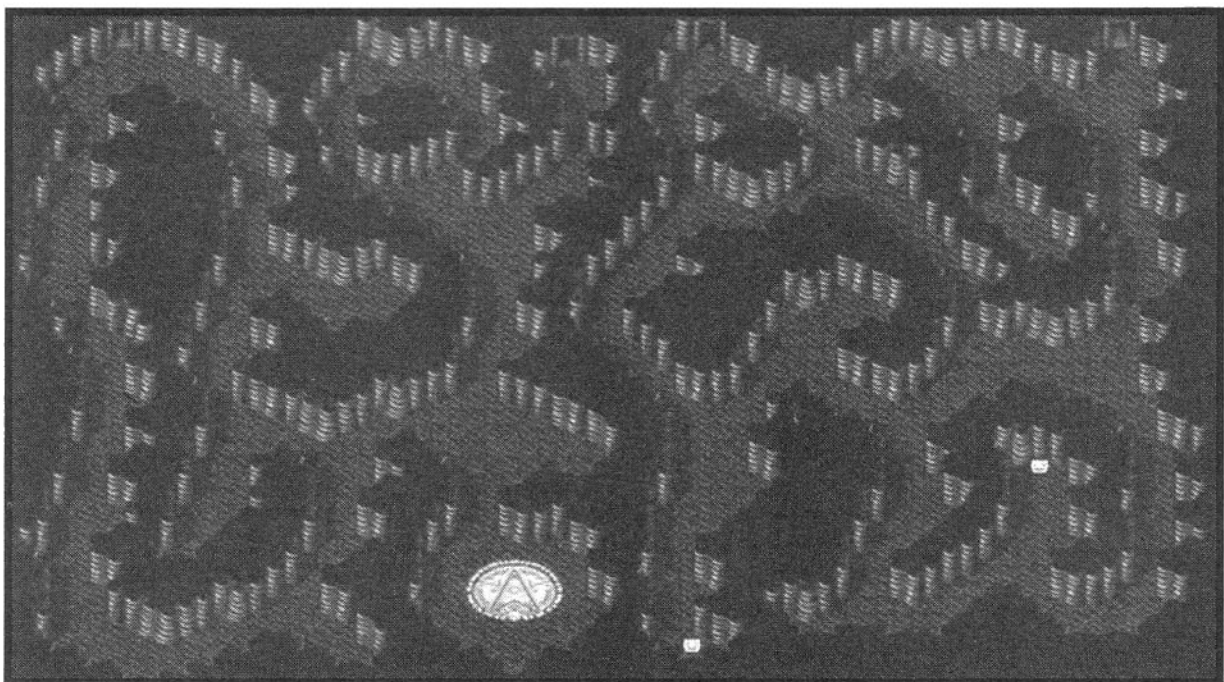
DARK CAVE B1



DARK CAVE B5



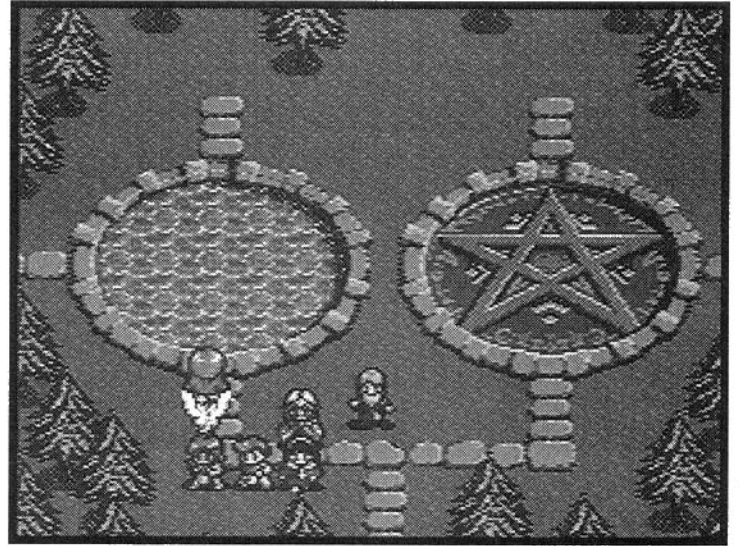
DARK CAVE B3



DARK CAVE B4



- ★ Use the Mirage Potion on the left circle (walk below it and press A) to activate the Fountain. Walk onto the star to enter the Dark Cave. There aren't any bosses in the Dark Cave, but several chests. Open them up and come out of the caves. You'll emerge in the vast wasteland known as The Frontier.

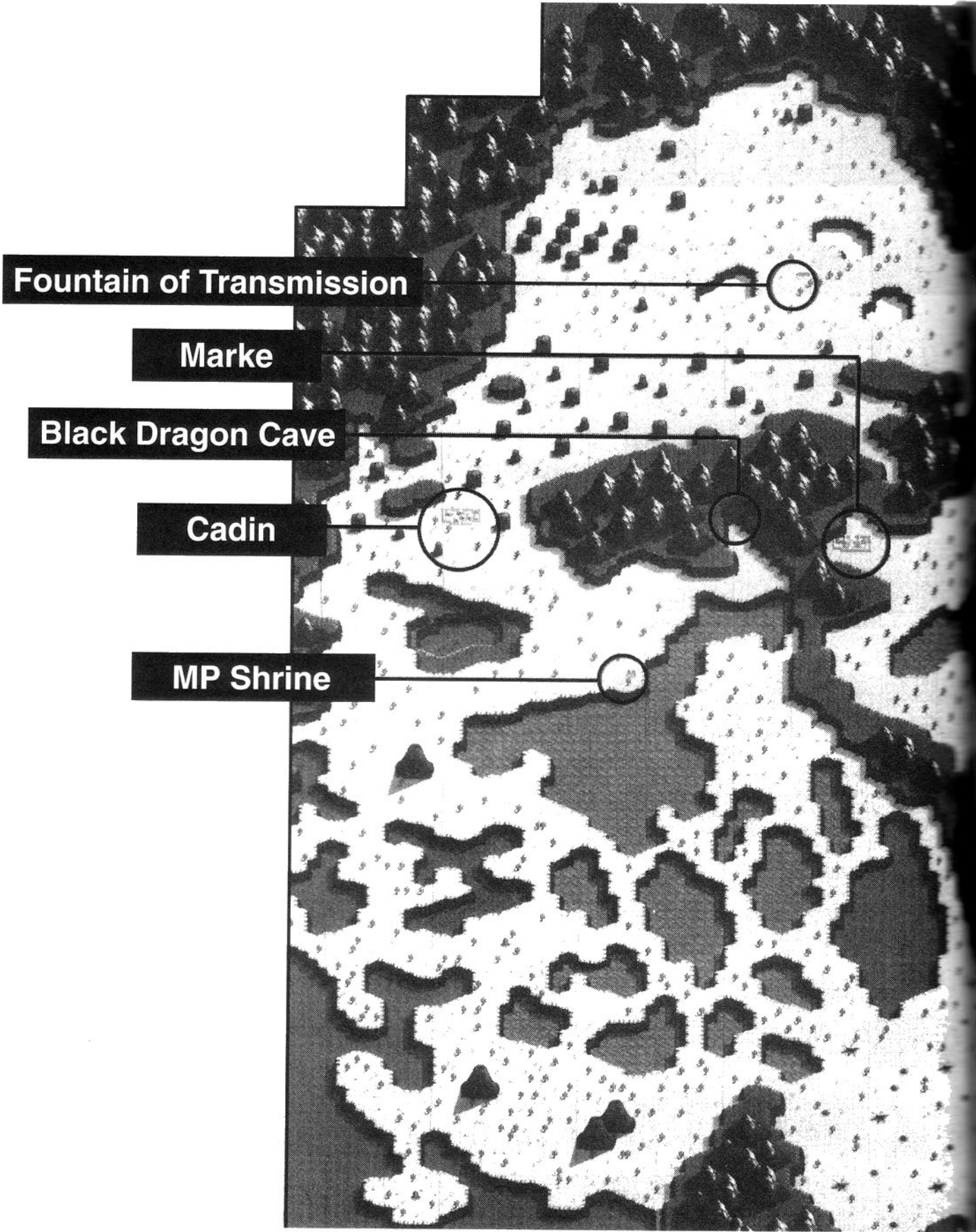


The activated Fountain sends you into the depths of the Dark Cave.

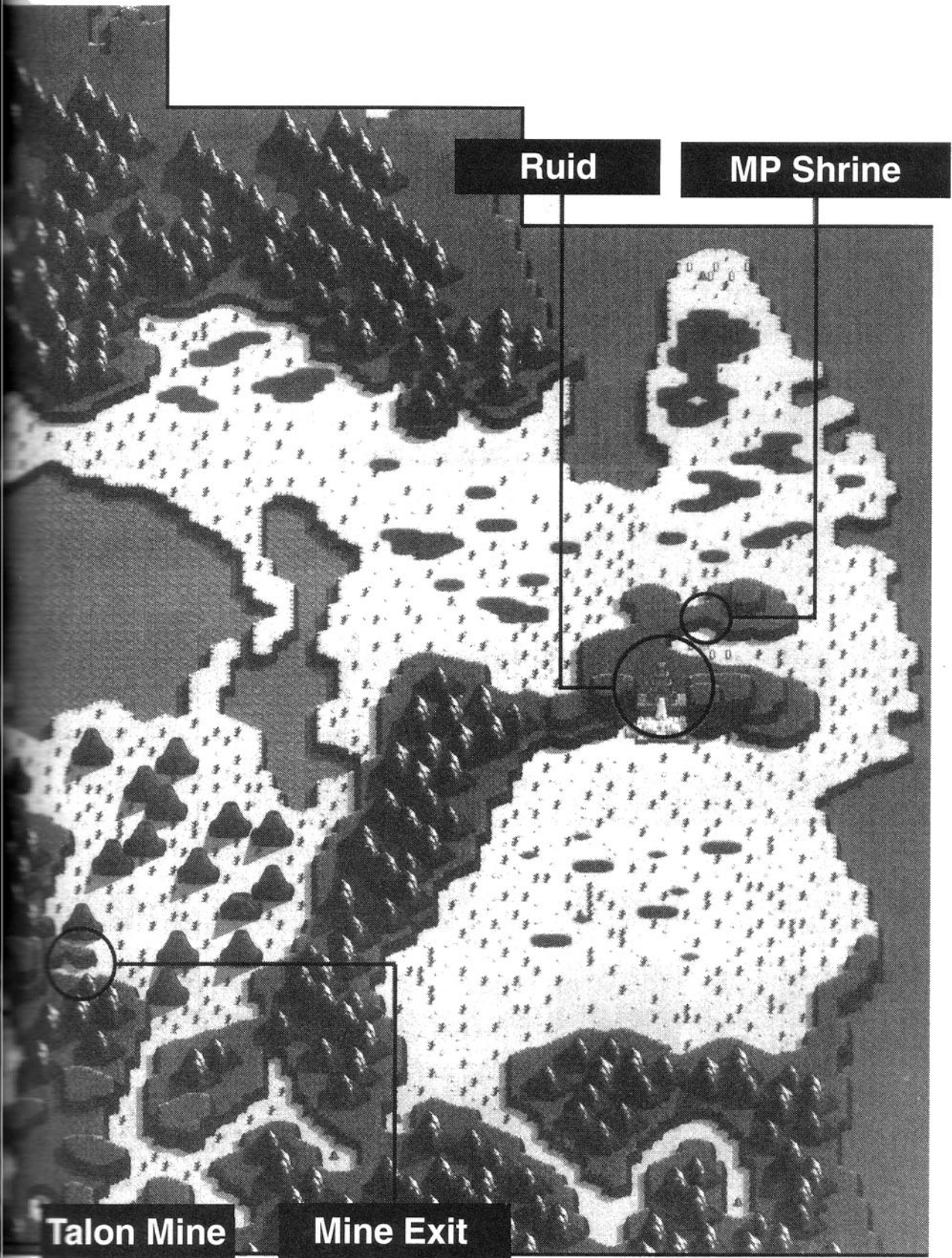


Part V: The Frontier

This barren landscape is where the quest comes to a dramatic conclusion. Shrines are almost nonexistent, and the wandering monsters are extremely nasty. There's also a lot of distance between cities and caves, which means you'll encounter more wandering monsters than usual.



MONSTERS: Arch-Fiend, Birdbrain, Lizard Commander, Lizard Guard, Mecha-Tank, Nerga, Wolf Guard



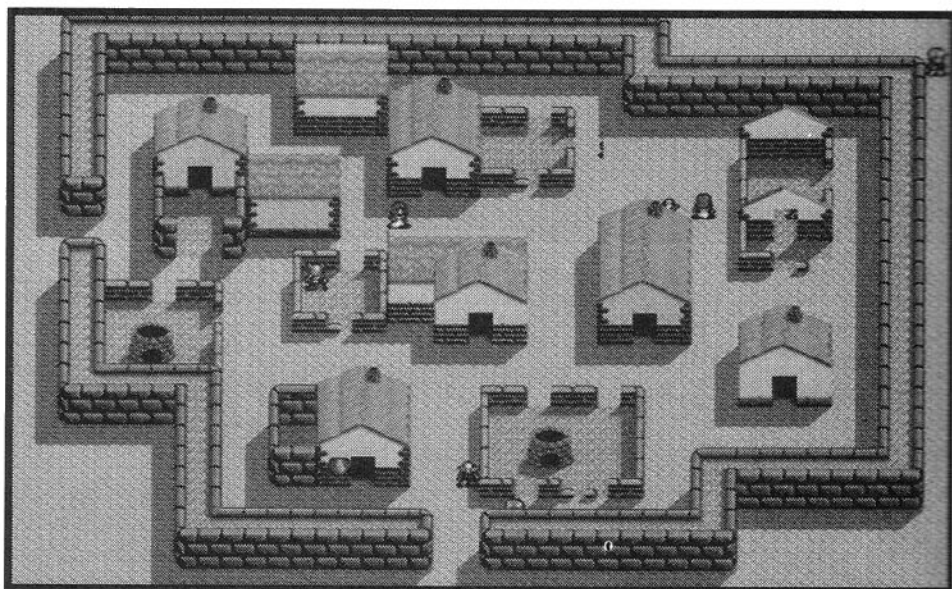


CADIN

ITEM SHOP

Herb of Althena.....	2300
Meal Rations	30
Garlic	24
Cloud Drops	450
Rainbow Drops	500
Power Barrier	1500
Silver Light	120

- ★ A person inside one of the houses directs you to the nearby Black Dragon Cave. Before you leave, talk to Beau, the child of the slave driver in the Talon Mine to the southwest. Leave town and walk east to the Cave.



Beau brags about his evil daddy.

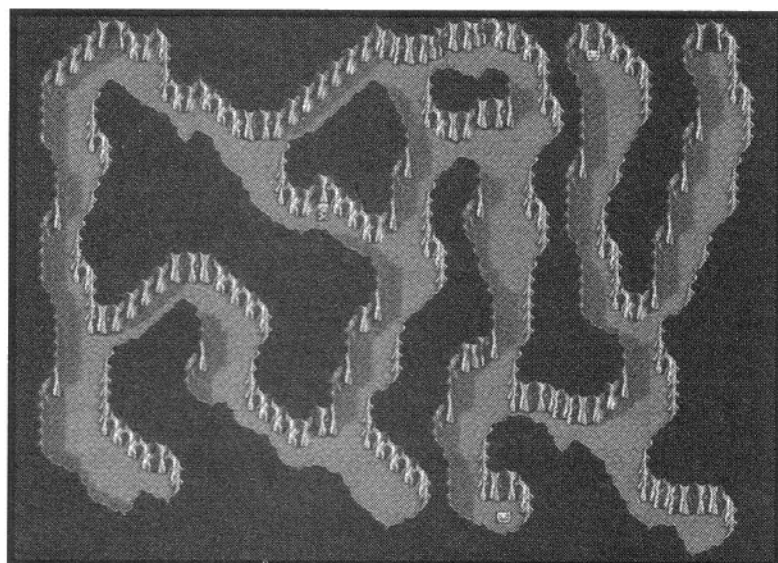
BLACK DRAGON CAVE

MONSTERS: Chaos Fiend, Demi- Diablo, Diablos, Lagoon Goon, Ultra-Raptor

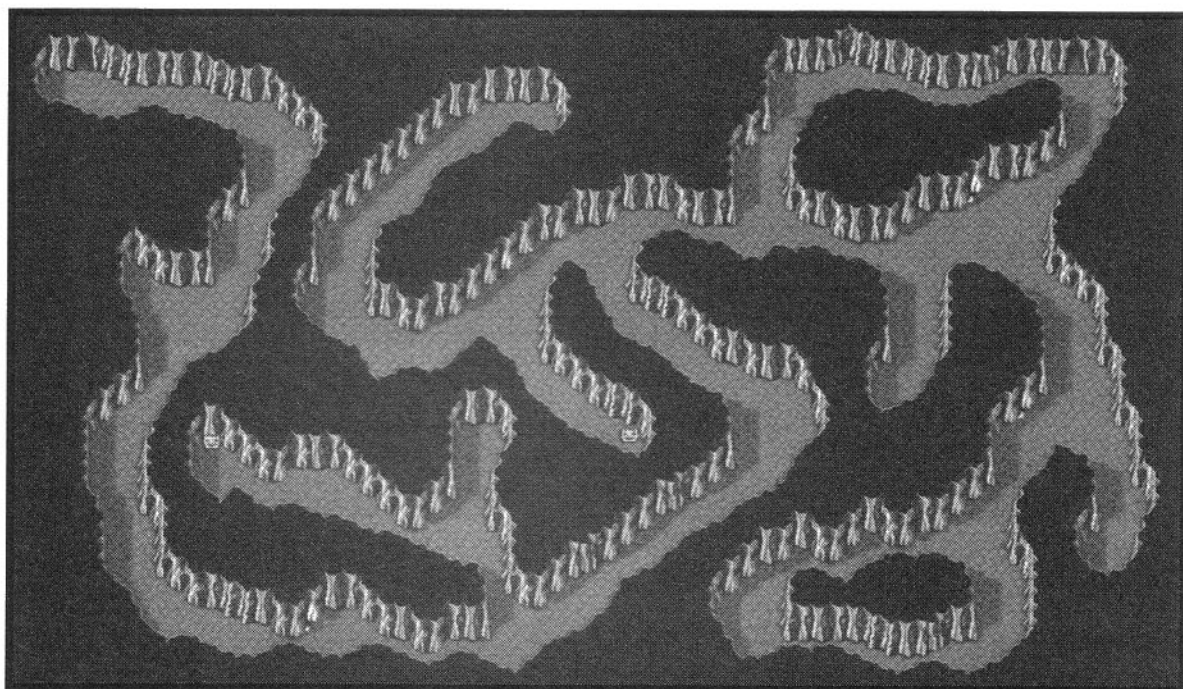
- ★ There's an old man waiting for you on Floor B3. Talk to him and tell him you're trying to become the Dragonmaster. The nice old dude gives you the Hero's Crest to show to the village elder in Marke. You can't go any farther down into the Cave, so leave and return to Cadin. Buy stuff, save the game, and go southeast to the Talon Mine.



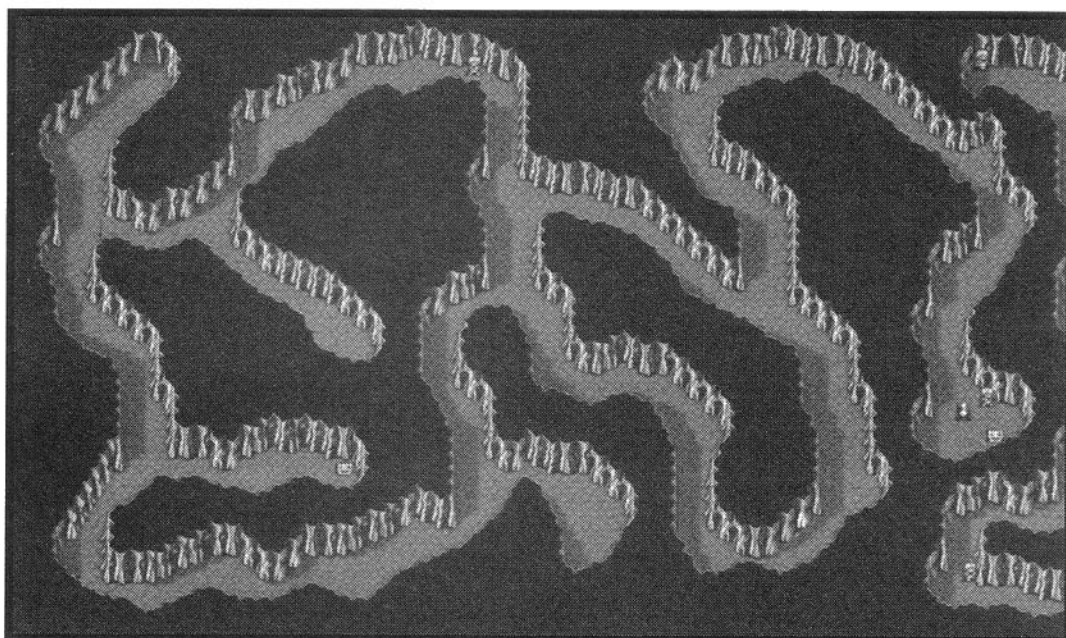
Get the Hero's Crest from the old man.



BLACK DRAGON CAVE B1-1



BLACK DRAGON CAVE B2-1

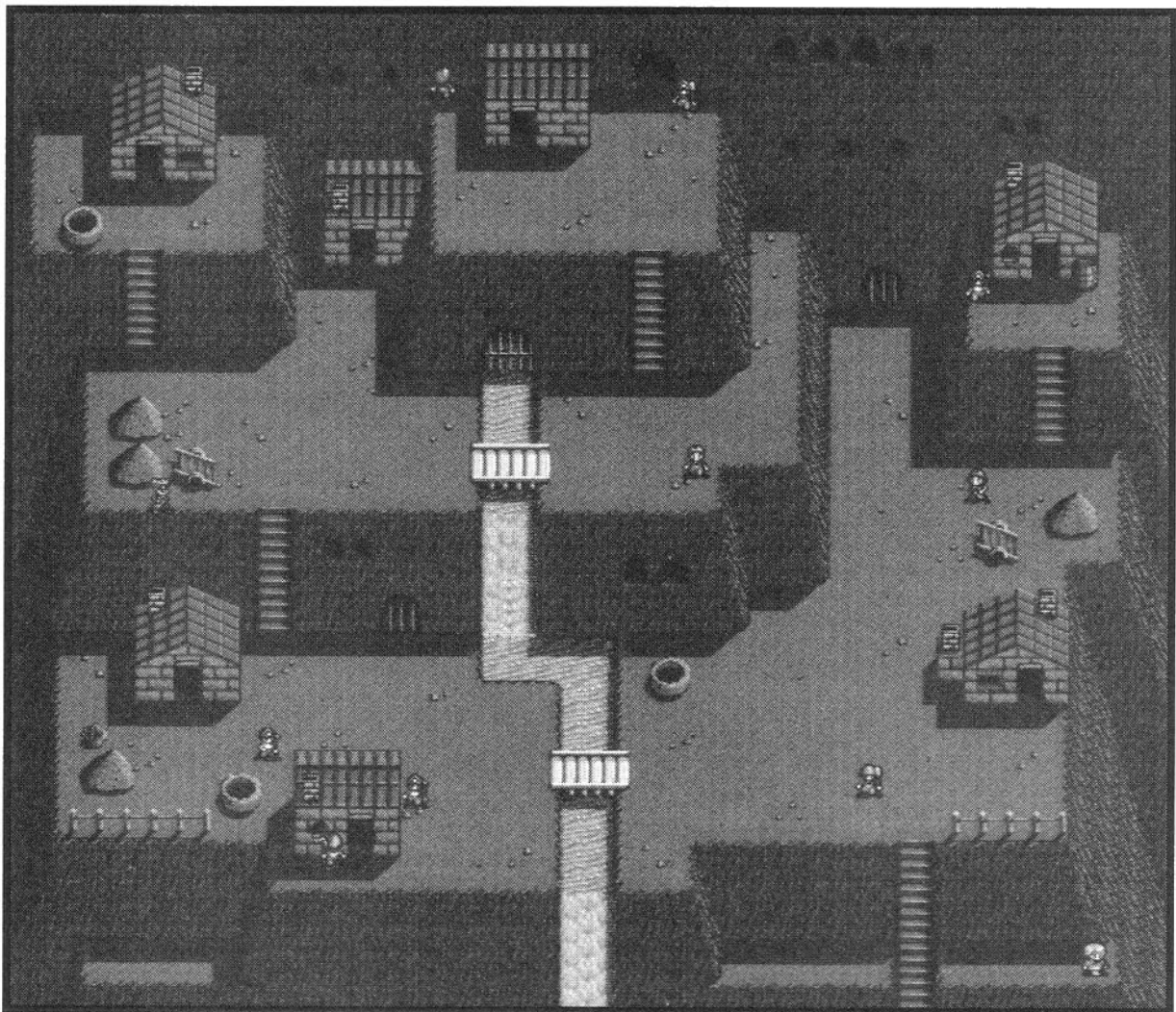


BLACK DRAGON CAVE B3-1 (Path on right is from Black Dragon Cave B3-2)

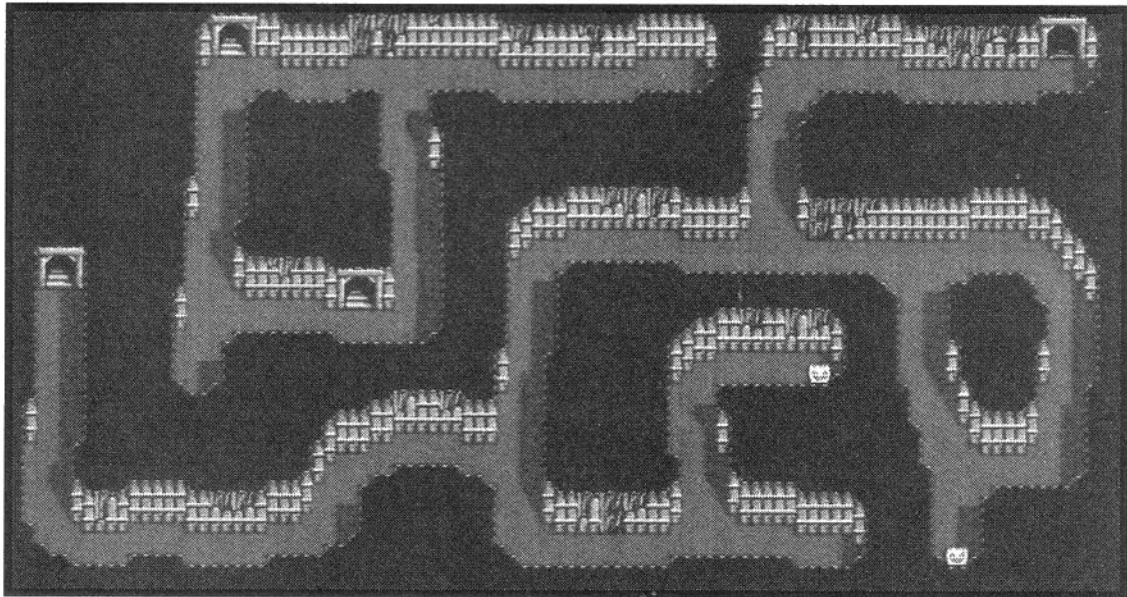


TALON MINE

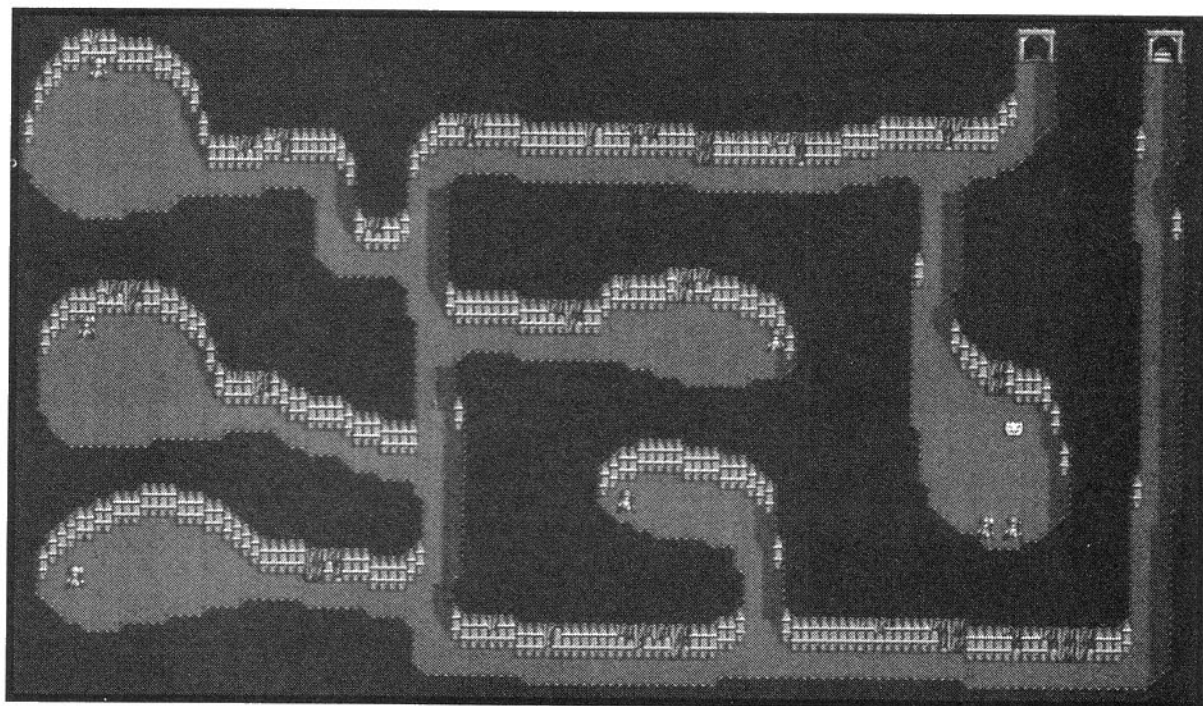
MONSTERS: Dragon Tank, Lizard Commander, Lizard Grunt, Mecha-Tank, Wolf Captain, Wolf Guard



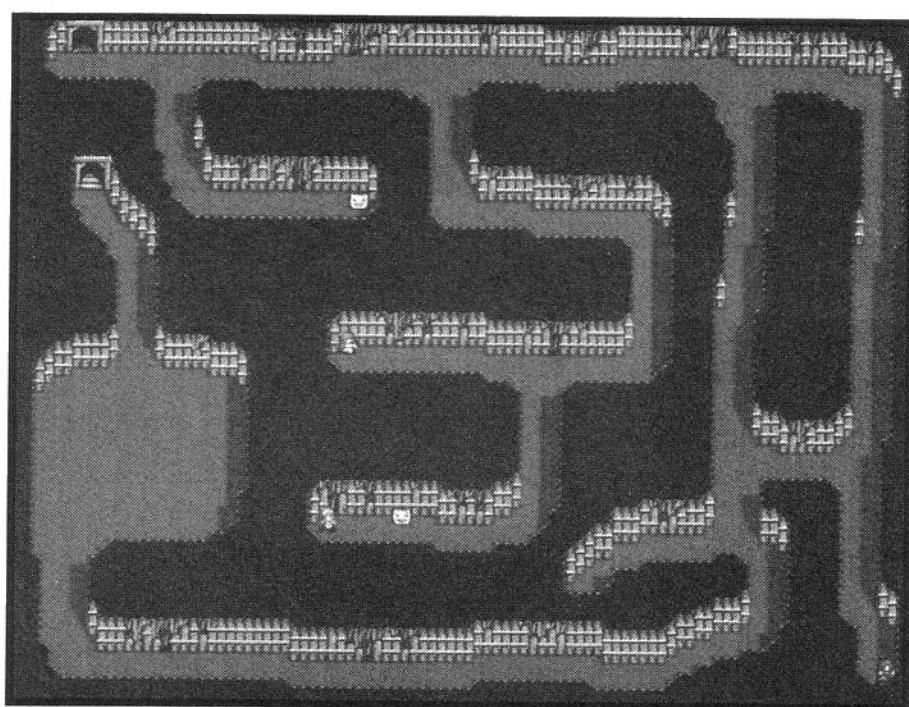
TALON MINE



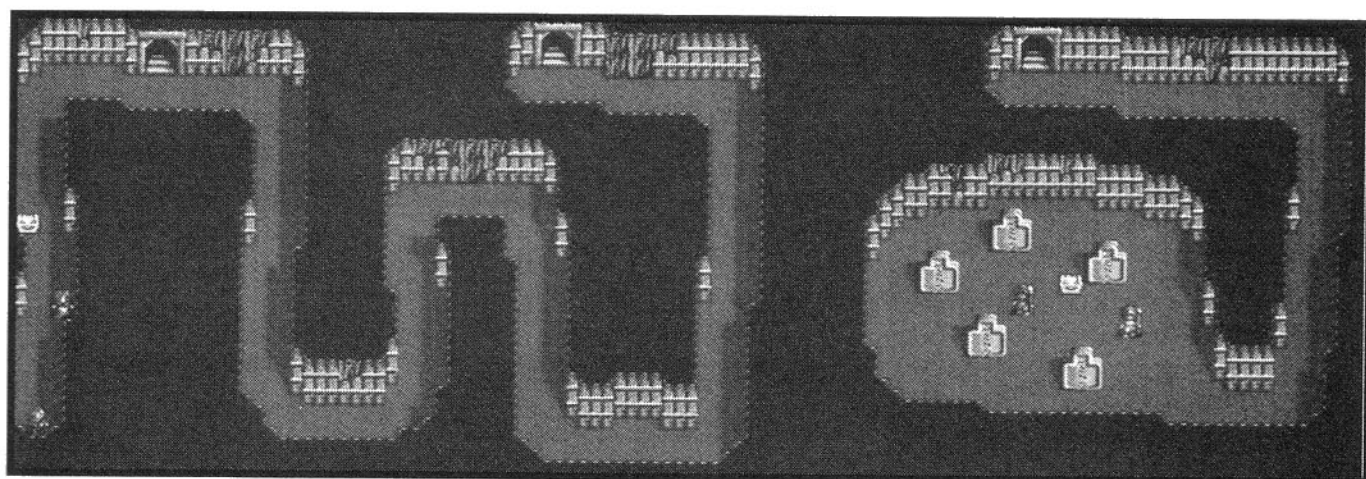
TALON MINE 2F



TALON MINE 1F-1

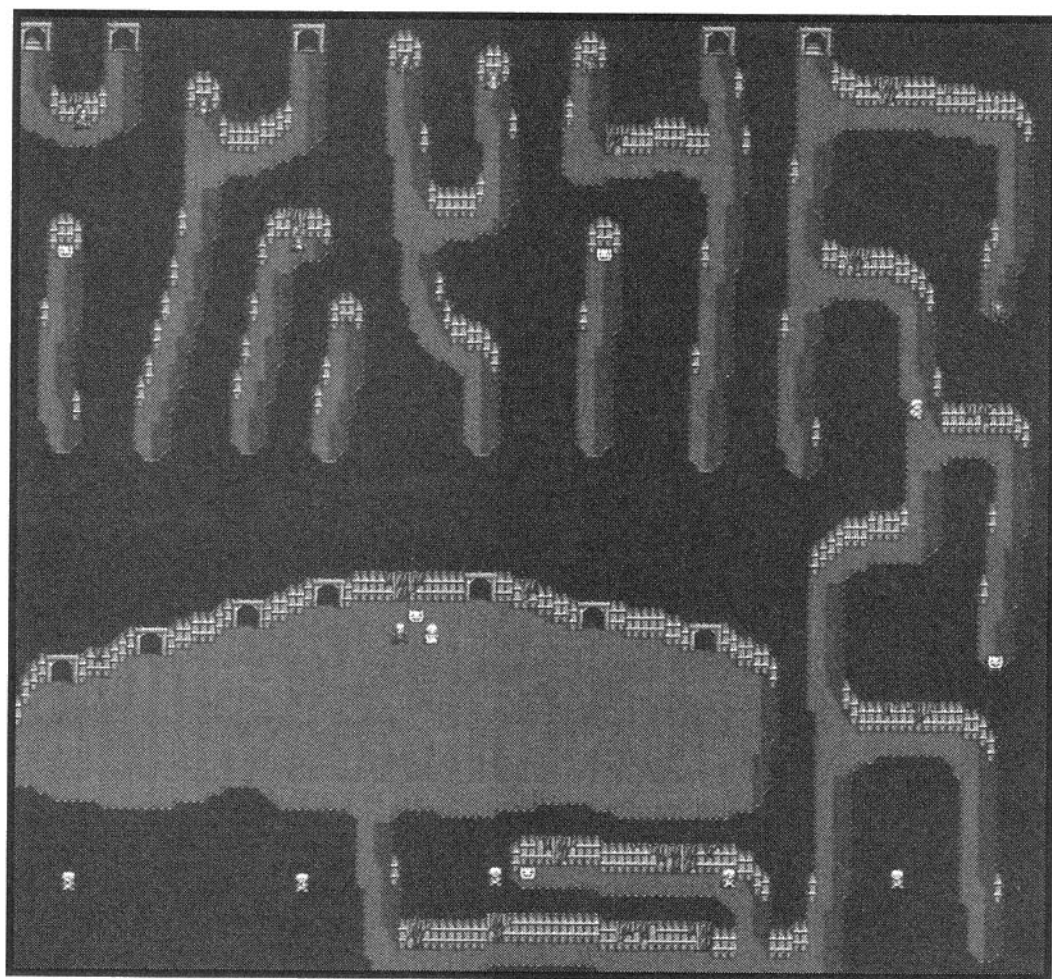


TALON MINE 1F-2



TALON MINE B2

Walkthrough

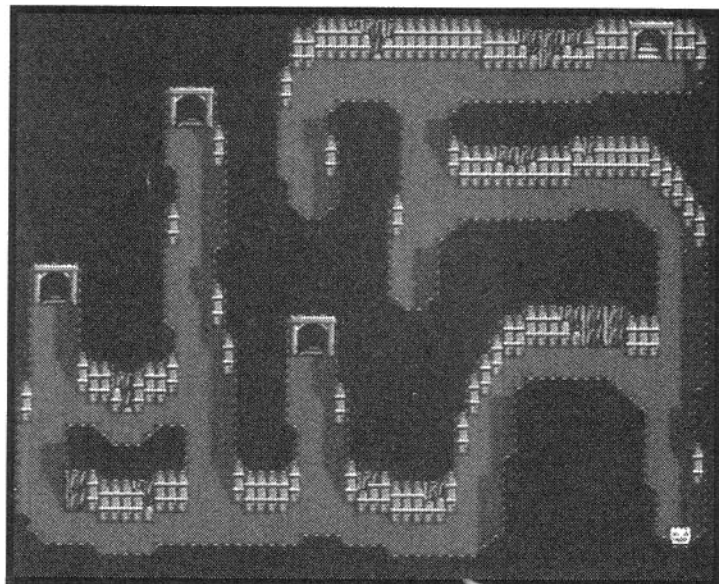


TALON MINE B1

- ★ The Mine is filled with slaves being worked to death by Ghaleon. The miners on B1 are all people from Burg, including Alex's mother and father. Talk to Noah until he spills his guts and reveals a heavy-duty secret: Dragonmaster Dyne placed Luna and Nall into Noah's care fifteen years ago.
- ★ The reluctant slave driver is on Floor 1F. Talk to him twice and he attacks you. He's quite buffed, so use lots of attack spells and skills to wear him down. If your characters are strong enough, it won't take long to win (maybe as few as two



In the depths of the Mine, Noah tells you the whole story about Luna and Nall.



TALON MINE 3F

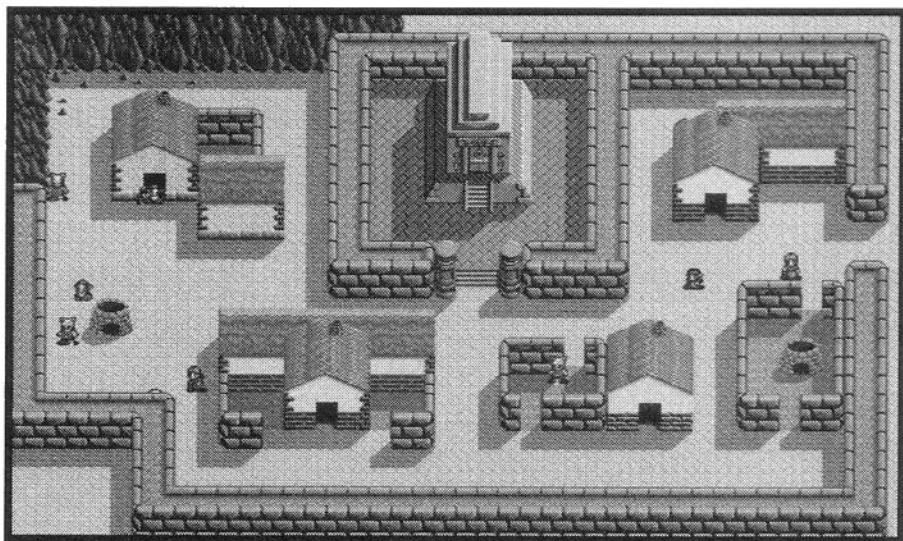


Walkthrough

rounds of combat). After he's defeated, he attacks you with a Dragon Tank. Use the same strategies against the tough Tank. When you destroy it, the slave driver lets you pass. Go through the door behind the slave driver and walk northwest to Marke.

MARKE

- ★ Go to the village elder's house in the northwest corner of town and talk to her, then follow her assistant out to the shrine. Talk to the assistant to heal the party, then go into the shrine. Open the two chests for Saint Clothes and a Silver Nail, then go through the door into the Black Dragon Cave.



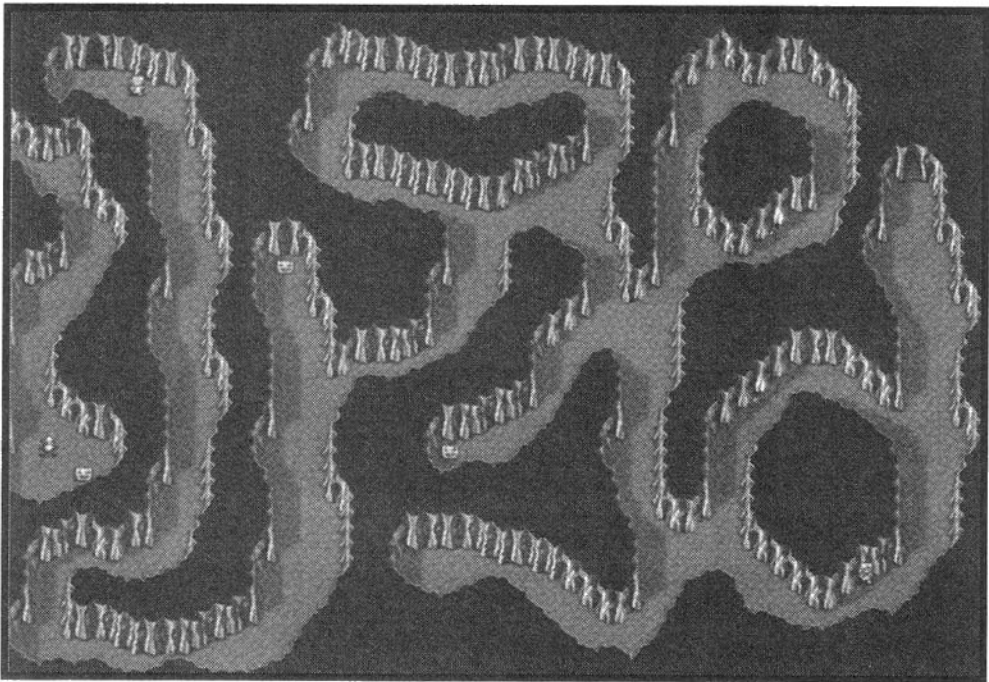
The village elder's assistant has the key to let you into the shrine in the middle of town.



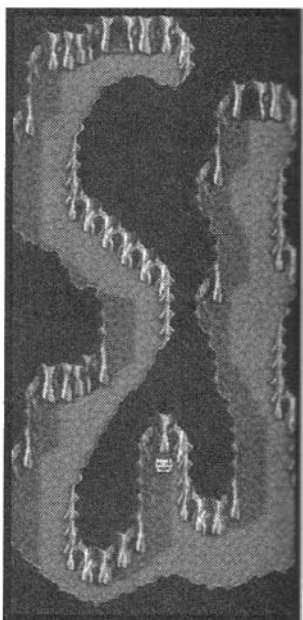
Open the chests inside the shrine for the Saint Clothes and the Silver Nail.

BLACK DRAGON CAVE

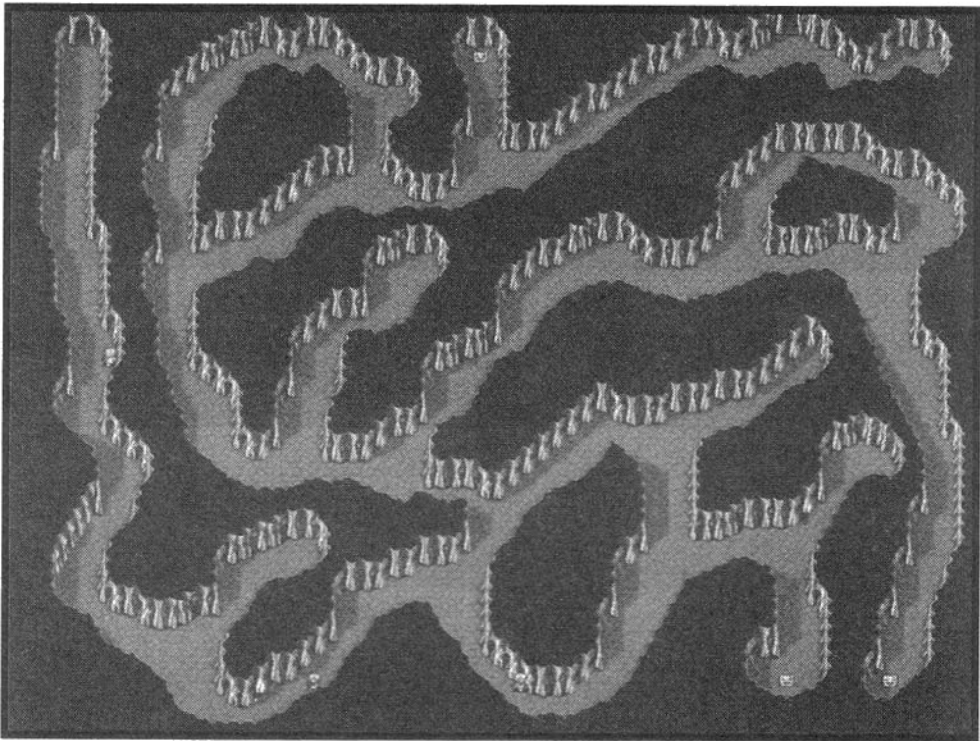
- ★ On Floor B6, a huge earthquake rocks your world, and the skeleton of the Black Dragon erupts from the ground. When you defeat the Dragon skeleton, Ghaleon's voice booms through the Cave and announces that the world is his to rule. Shyeah, right! Go down the stairs to the altar and take the Dragon Armor from the top. You also learn the Dragon Quake spell and gain 1450 XP for everyone.
- ★ Return to Marke and talk to the man at the shrine. He says that a girl is at the elder's house. Could it be Luna?! Go to the house and you find that it's merely a



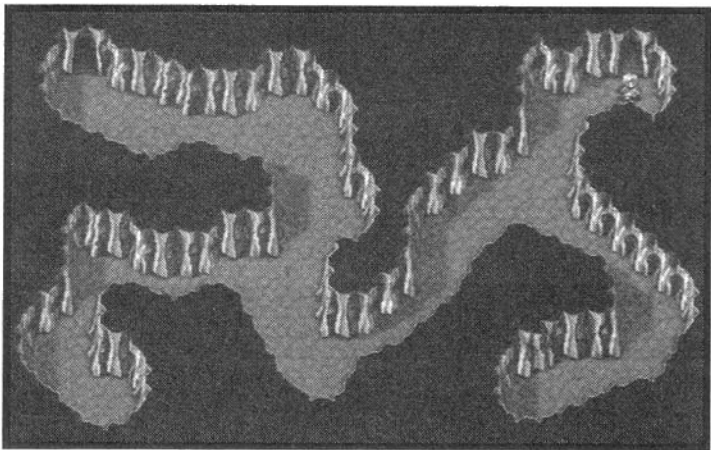
BLACK DRAGON CAVE B3-2



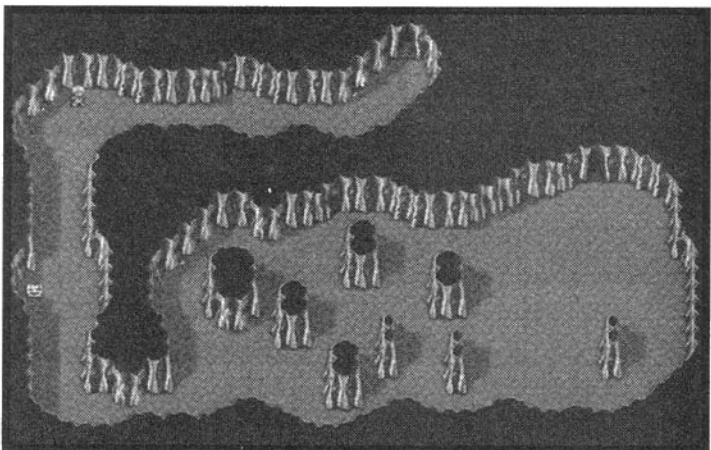
BLACK DRAGON CAVE B2-2



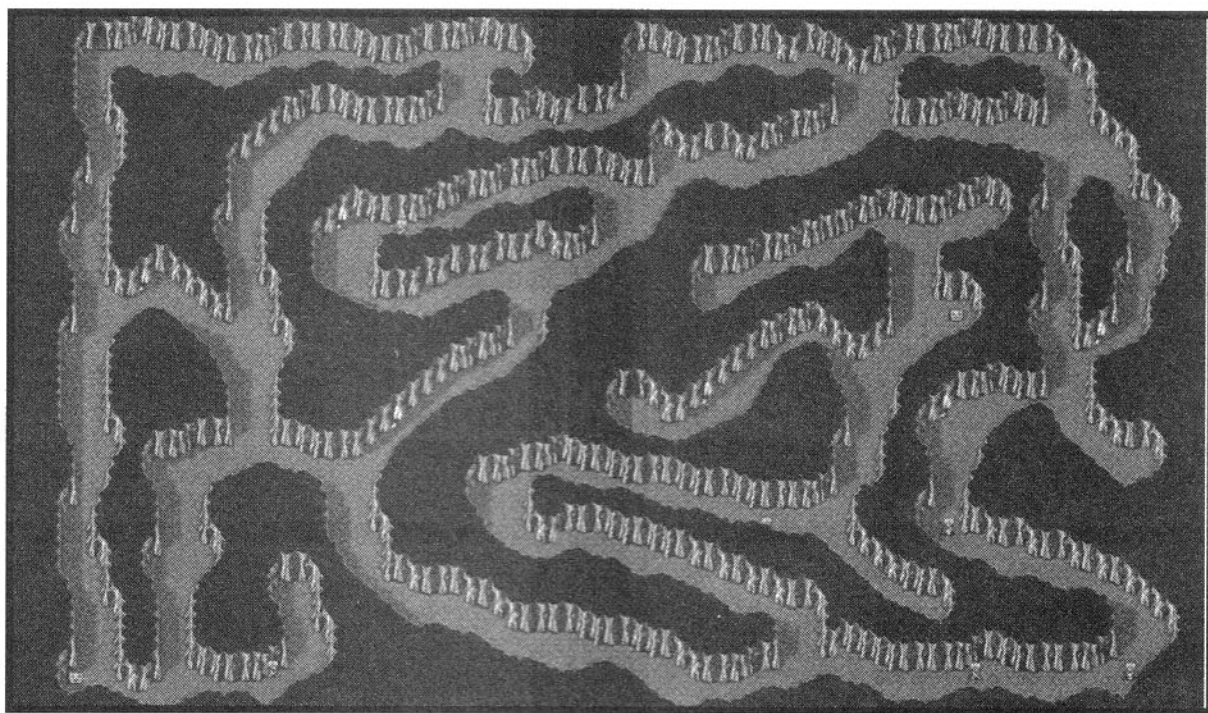
BLACK DRAGON CAVE B4



BLACK DRAGON CAVE B1-2

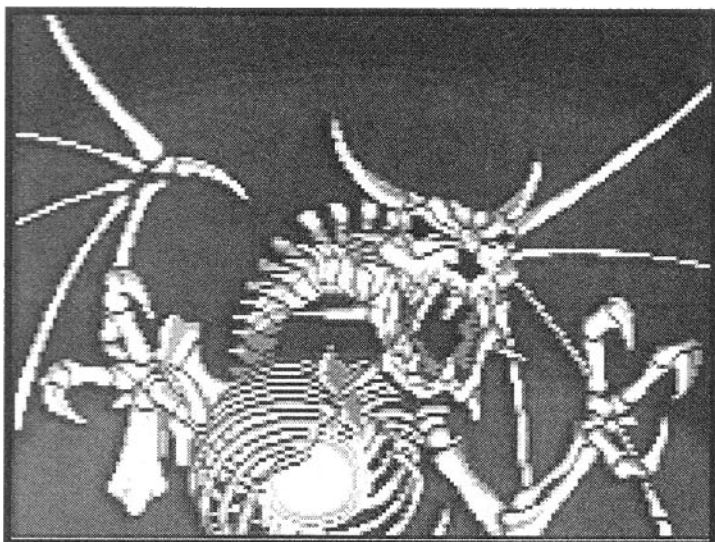


BLACK DRAGON CAVE B6



BLACK DRAGON CAVE B5

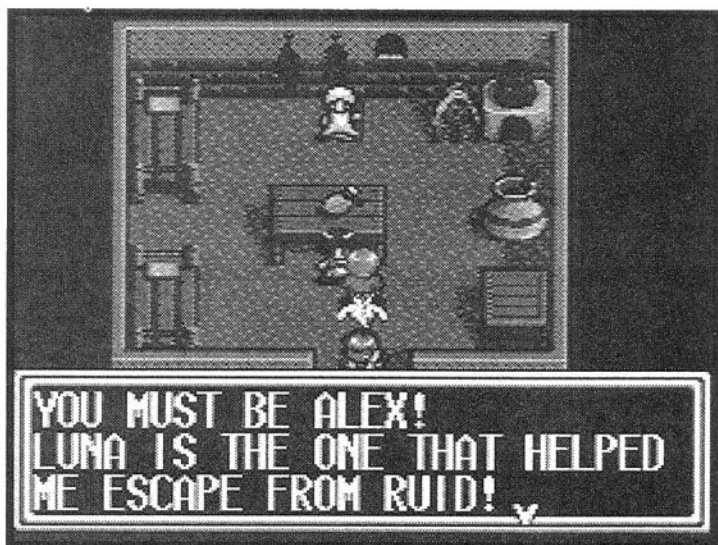
friend of Luna's who escaped from Ruid. (You didn't really think it was her, did you?) Talk to the girl and she gives you the Key to Ruid. Keep talking to her until she repeats herself, then talk to the elder about Althena's Sword. Leave town, walk *way* to the east, then go south to Ruid.



Looks like the Black Dragon's been on one of those starvation diets. (Stupid joke, we know.)



Yes, it's time once again for Nall to state the bloody obvious!

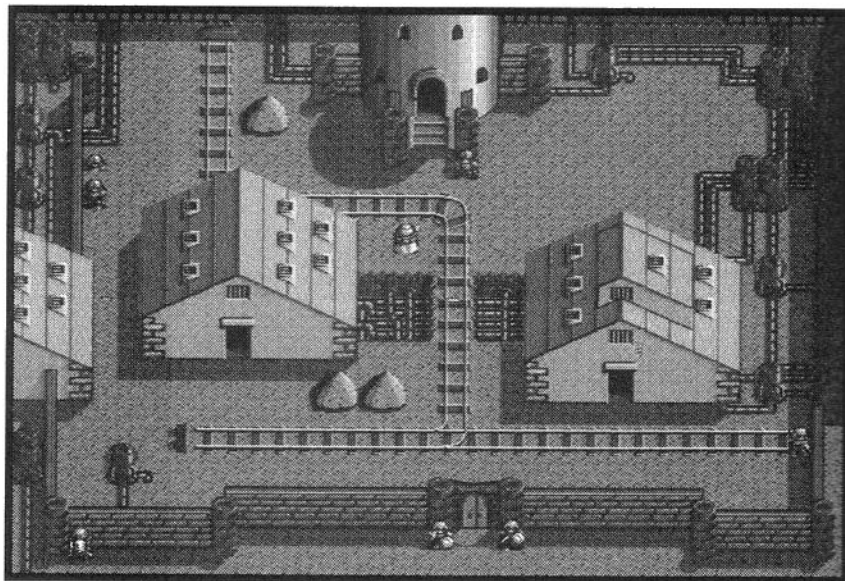


Talk to the escapee and get the Key to Ruid from her. Time to save Luna!



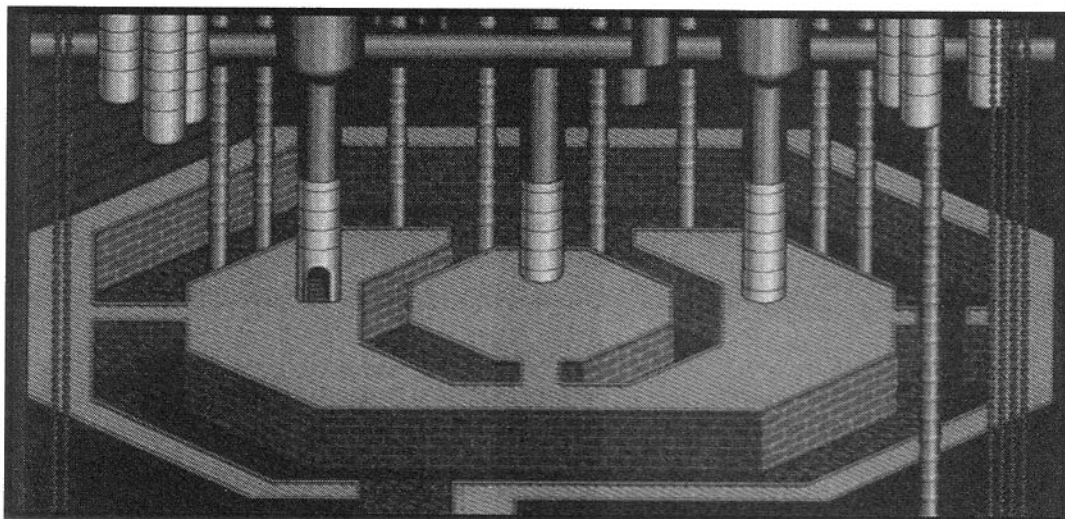
RUID

- ★ Unlock the gate with the Key of Ruid and go inside. Talk to everyone in town (most of the people are evil) and enter Taben's Tower.

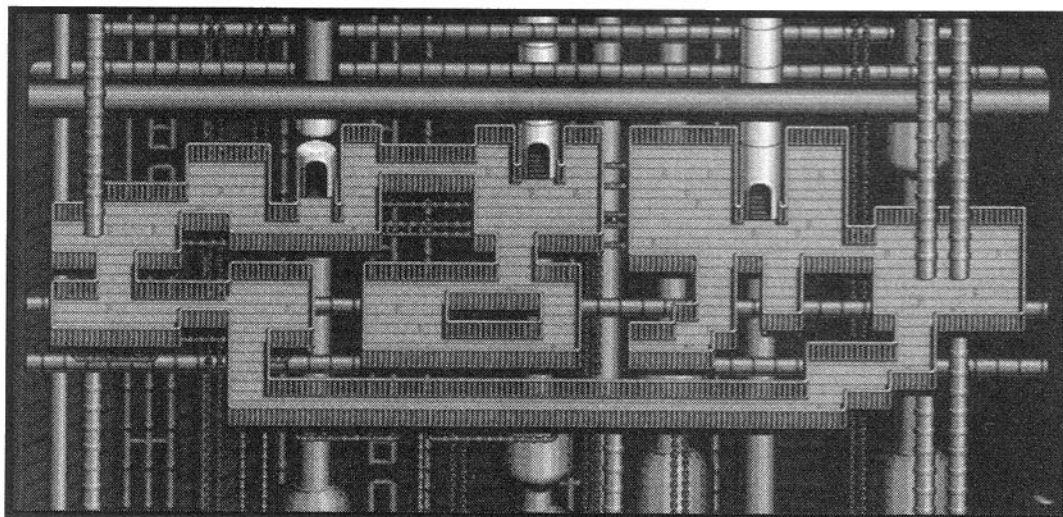


TABEN'S TOWER

MONSTERS: Birdbrain, Dark Knight, Devastator, Lagoon Goon, Knight Tank, Mecha-Tank



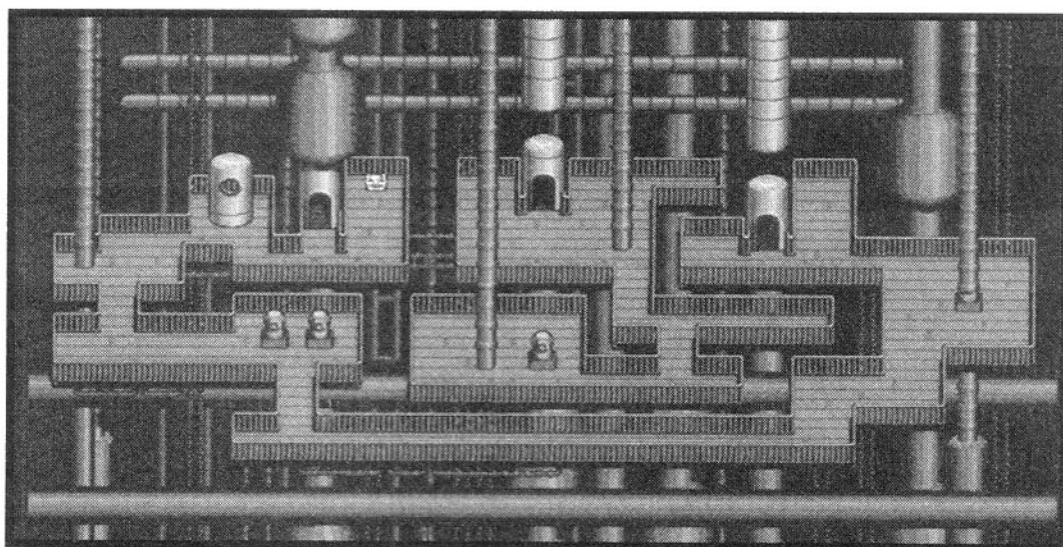
TABEN'S TOWER 1F



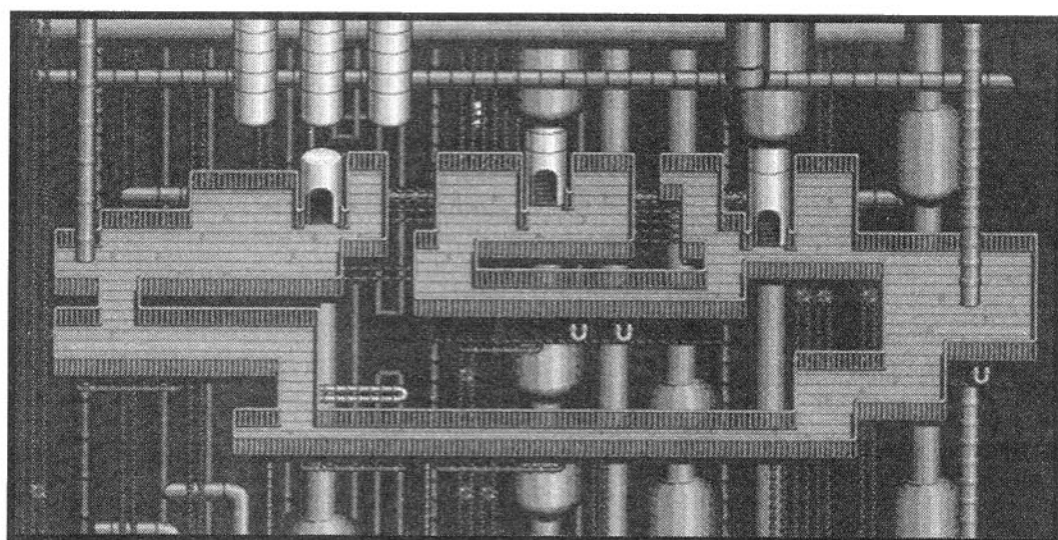
TABEN'S TOWER 2F



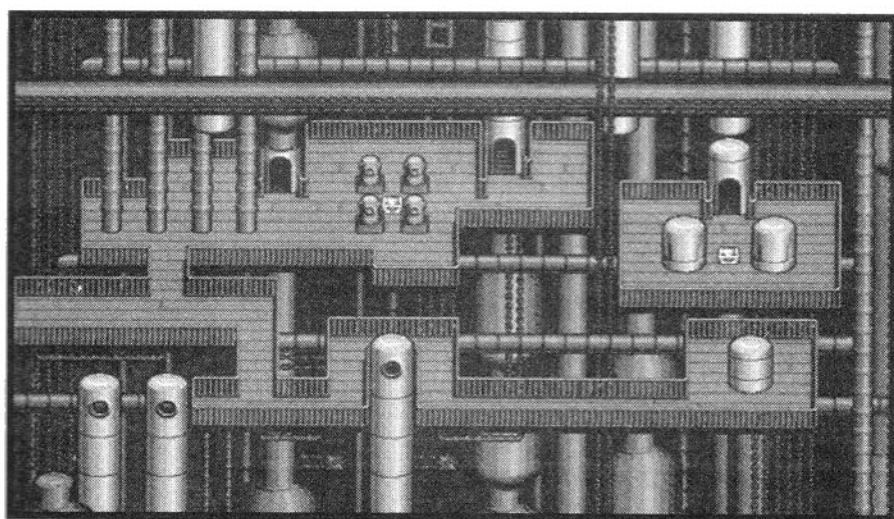
Walkthrough



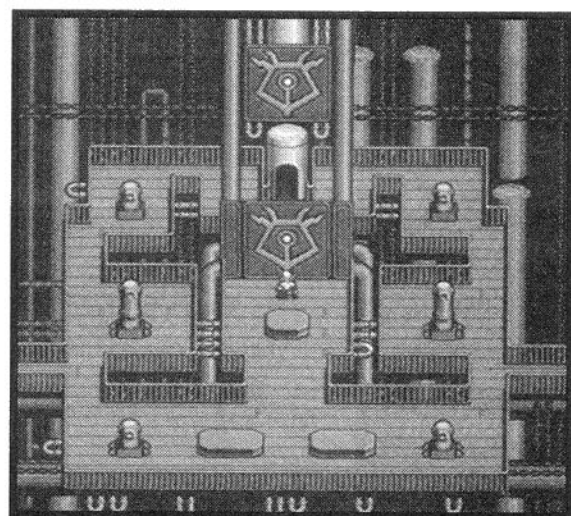
TABEN'S TOWER 3F



TABEN'S TOWER 4F



TABEN'S TOWER 5F



TABEN'S TOWER 6F

- ★ The demented inventor Taben is on Floor 6F at the top of the Tower. Talk to him and he attacks you with mechanical tanks of his own design. Destroy the tanks with your attack spells (might as well make use of that recently learned Dragon Quake). Taben doesn't care about your victory, because his ultimate invention, the Grindery, is already operational!

Walkthrough



- ★ The Grindery is headed for Talon first. Leave Ruid and follow the Grindery's tracks south and west. Keep walking along the tracks until Nall says that the Grindery doesn't seem to be around anywhere. Use the Wings to fly to Marke. Talk to the woman at the town entrance; she saw the Grindery going to Talon as well. Use the Wings to fly to the Talon Mine and you'll find that it's been flattened by the Grindery's awesome power. Leave Talon and the Grindery appears outside of town, then uses a powerful laser beam to destroy Vane. Try to enter the Grindery and you get zapped by a magical force field.

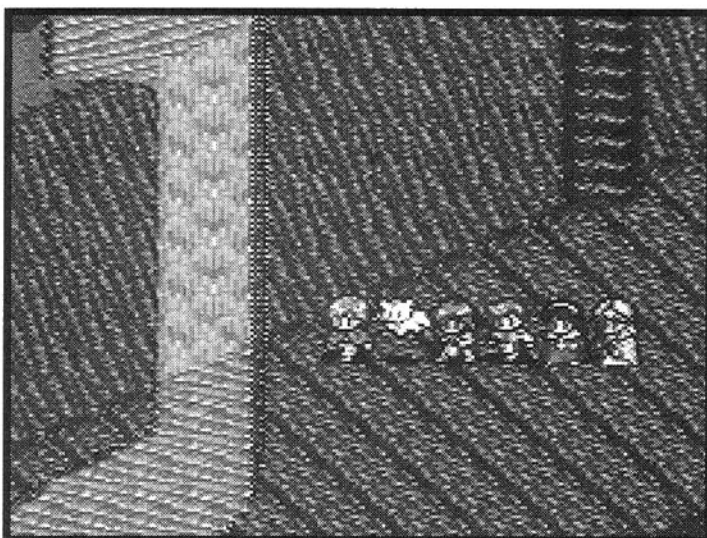


Taben gloats at the completion of the Grindery. Gulp!



Follow the tracks until Nall says that he can't see the Grindery anywhere.

- ★ You regain consciousness in Reza and find out that you were out cold for seven days. Whoa! After Nall joins you, talk to the four salesmen (salesthieves?), who have all-new items for sale, the most important being the Insane Helmet for Kyle. (Don't buy any Seeds of Vigor because you can get free Herbs of Althena from Meribia in a little while. Read on.)
- ★ Go upstairs to find Mia and Jessica fast asleep. Talk to them both and go downstairs into the Tavern. Nash and Kyle are getting drunk and refusing to fight



Visit the Talon Mine for graphic evidence of the power of the Grindery.



Kyle gets wasted on root beer (sure it's root beer) and whines about the end of the world.



Laike is Dyne?! Dyne is Laike?! No wonder he's so powerful for an old dude!



Stock up on free goodies at Ramus's shop before going to Althena's Tower.

Ghaleon. Wimps! Go back upstairs and talk to Mia and Jessica again. They both join you. Head into the Tavern and talk to Kyle and Nash, who join you thanks to the guilt trips pulled on them by Mia and Jessica.

- ★ Laike walks into the Tavern when everyone has rejoined you. Talk to him until he spills his guts and reveals that he's actually Dragonmaster Dyne. Nice plot twist! Keep talking until he tells you about the Sword of Althena. Before you set out to get the Sword, use the Wings to fly to Meribia and enter Ramus's shop. He gives you anything you want free of charge! Stock up on Herbs of Althena and Silver Lights to restore your HP and MP, then use the Wings to fly to Myght's Lab.
- ★ Talk to Myght and climb up to the roof, where Xenobia appears. Before you can do anything, Laike/Dyne arrives and distracts her while you climb up the ladder of the balloon and fly to Althena's Tower. The balloon crashes in front of the Tower (can't Jessica figure out how to land these things?). Go inside.



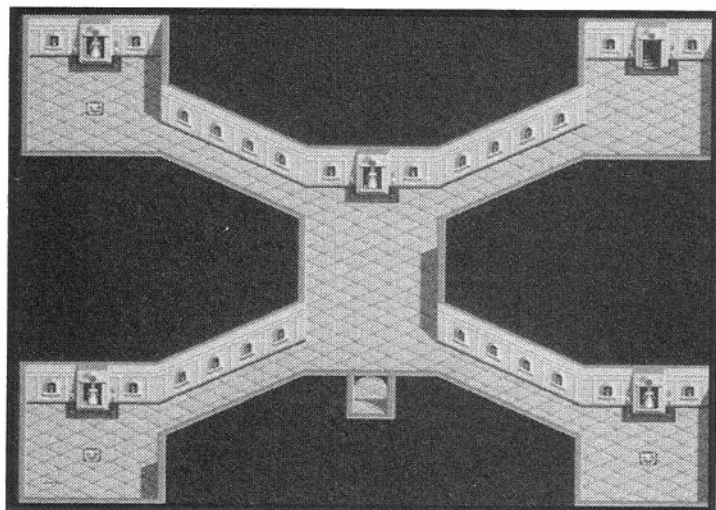
Dragonmaster Dyne sacrifices himself so that you can escape into the balloon.

45 ALTHENA'S TOWER

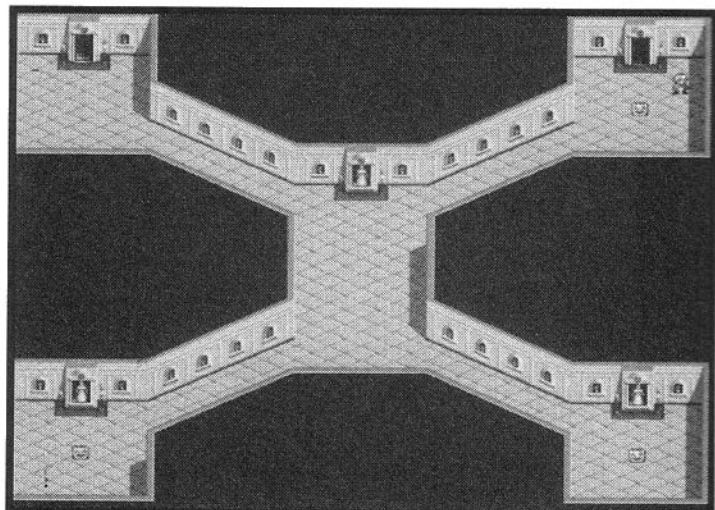
MONSTERS: Dragon Angel, Hornicopia, Mynos Head

- ★ Floor 6F has a picture of Althena, who looks remarkably like Luna. Do you think...? Talk to the Dragon Angels at the north end of Floor 6F and Alex gets to fight both Angels by himself. Use the Dragon Quake spell until you run out of MP, then hack away with your weapon. You might want to use the ITEM command

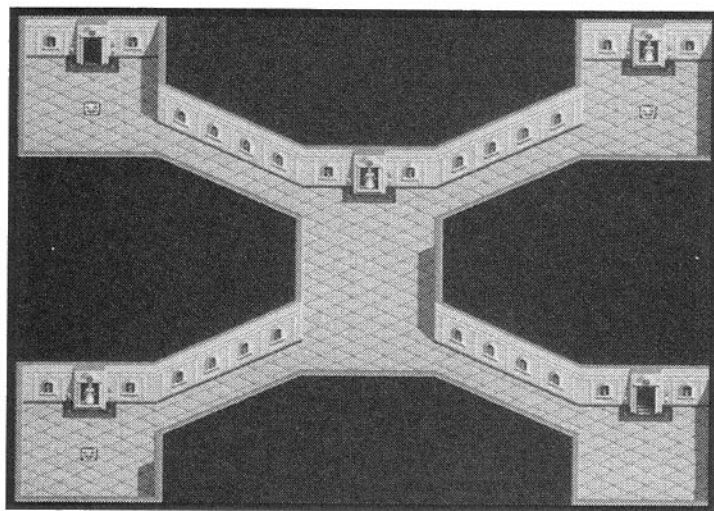
Walkthrough



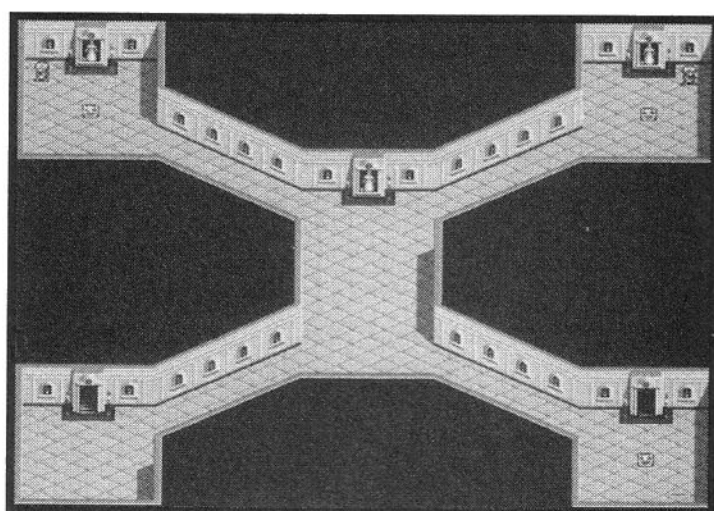
ALTHENA'S TOWER 1F



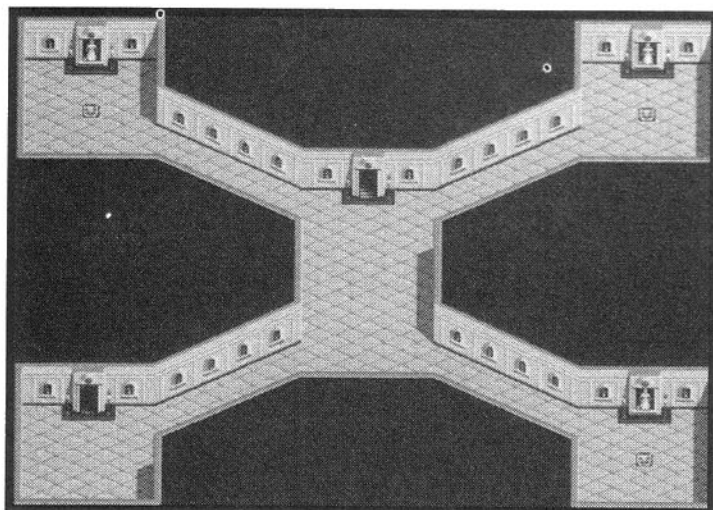
ALTHENA'S TOWER 2F



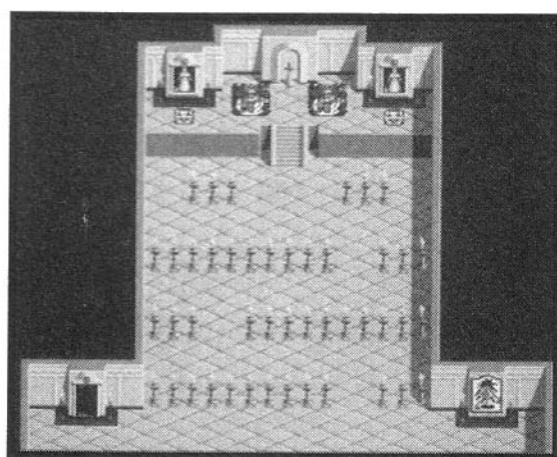
ALTHENA'S TOWER 3F



ALTHENA'S TOWER 4F



ALTHENA'S TOWER 5F



ALTHENA'S TOWER 6F

and cast attack spells with Dyne's Sword instead of just attacking, depending on how strong you are. When you run low on HP, FLEE and heal yourself with spells, then attack with the Sword again. When you win the battle, you score 4000 XP, Althena's Sword, and the Holy Light spell. You also learn that Nall is the child of Quark (no big surprise) and Luna is actually Althena (would've been a surprise if you hadn't seen the picture).

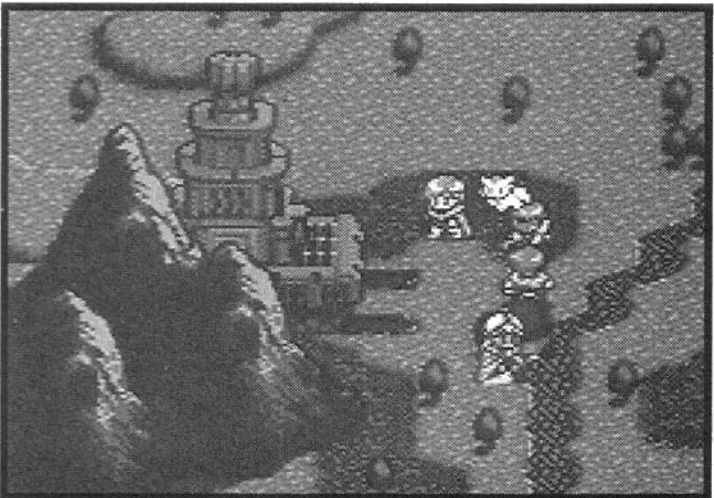


*Luna is Althena?! Althena is Luna?!
Haven't we used this caption before?!*



*The Dragon Angels take on Alex in a
two-on-one battle (hey, that's not fair!).*

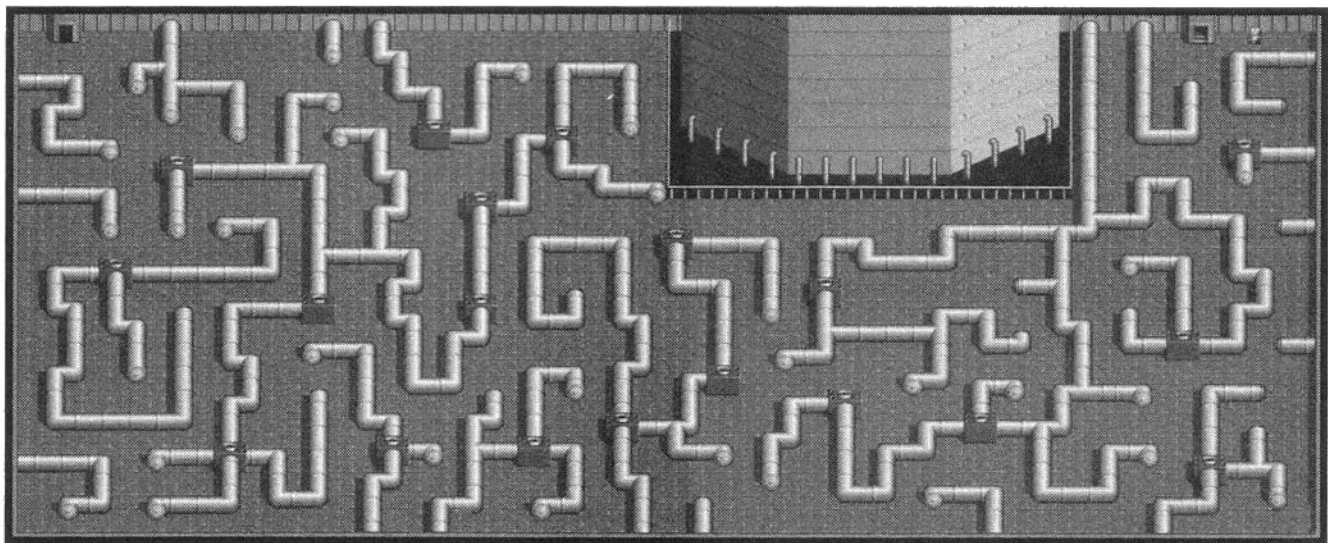
★ Go to Meribia, which is the next town targeted by the Grindery. Get plenty of stuff from Ramus's Shop, because this is the last time you can visit. Leave town and walk north to the Grindery. If you don't have all of the Dragon items equipped, you'll be zapped and regain consciousness in Althena's Shrine. If you *do* have all of the items equipped, you won't get zapped. Much better. Walk up the ladder and into the Grindery.



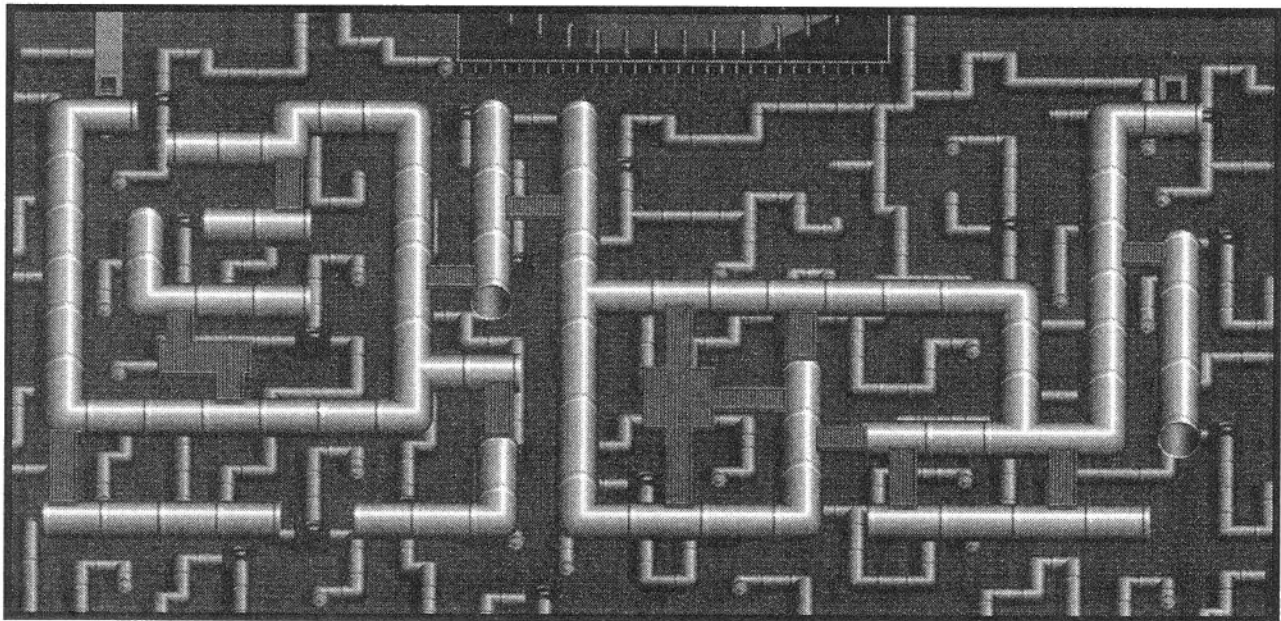
Go north of Meribia to find the Grindery.

GRINDERY

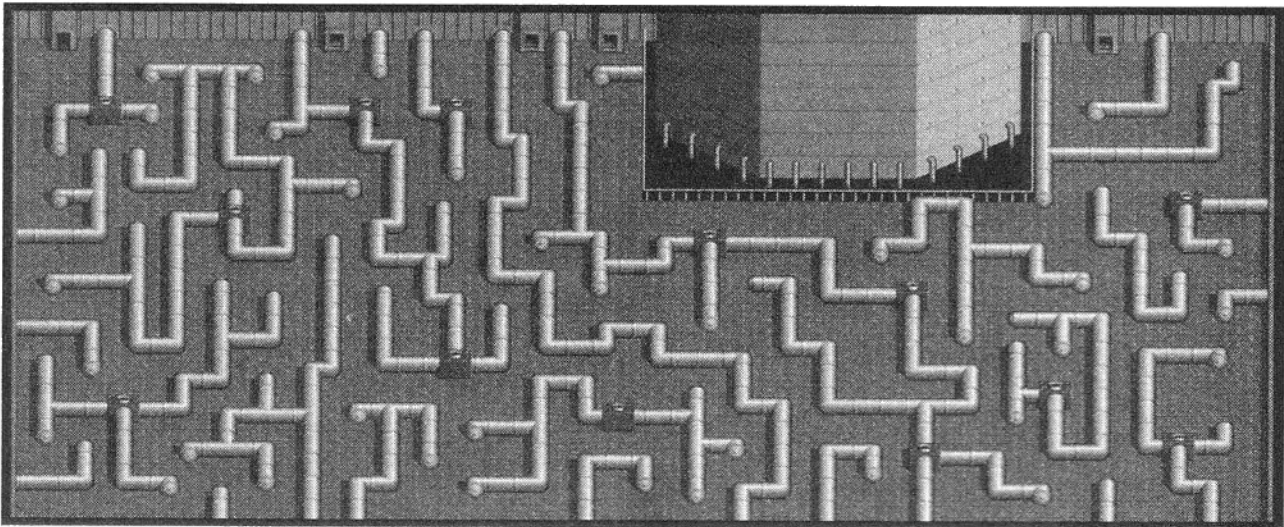
MONSTERS: Dark Knight, Fire Elemental, Knight Tank, Lagoon Goon



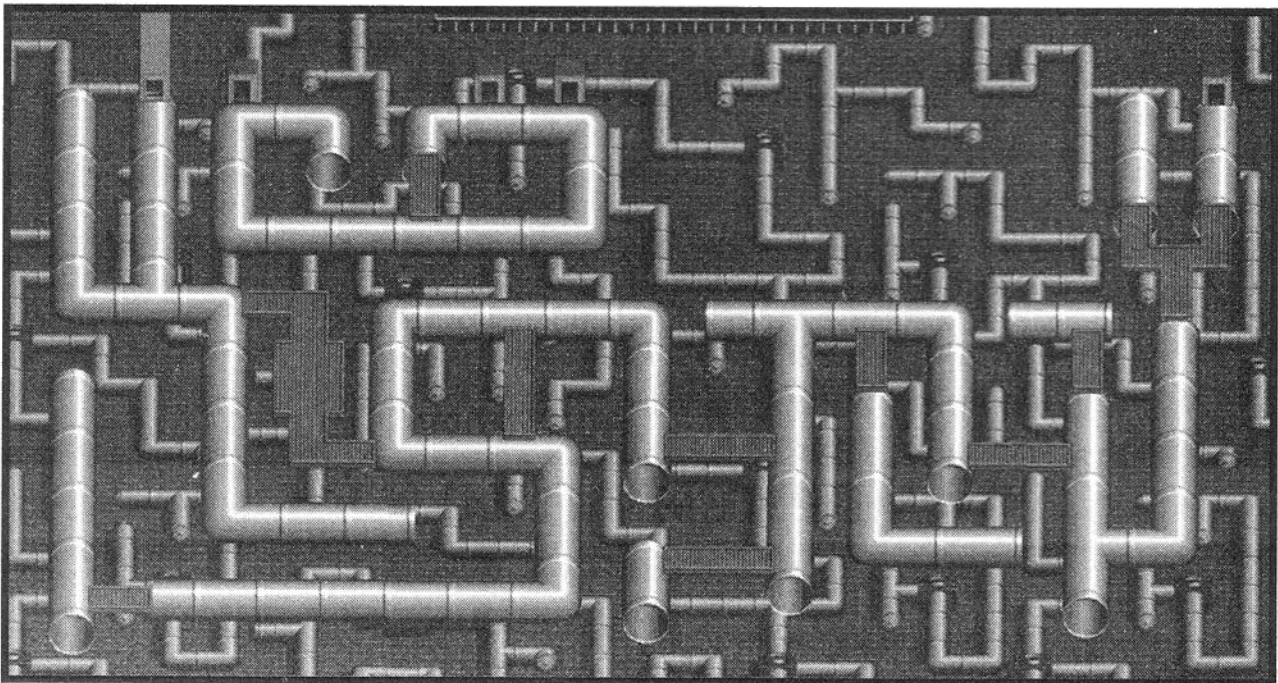
GRINDERY 1F



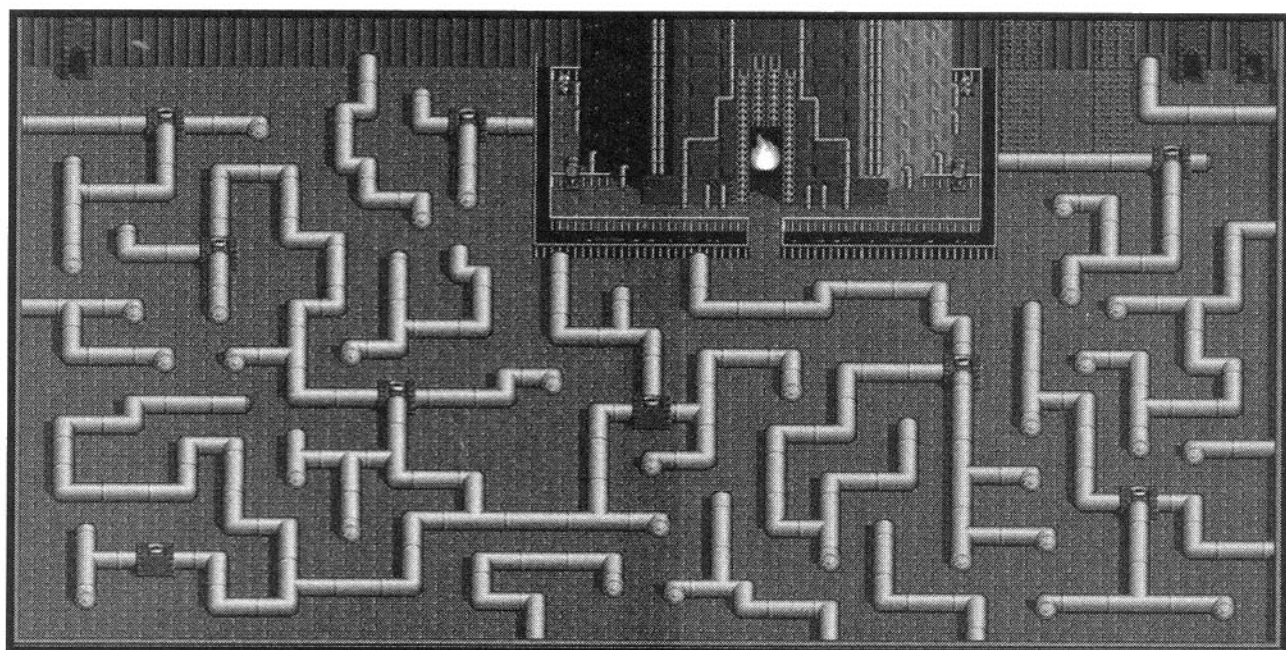
GRINDERY 2F



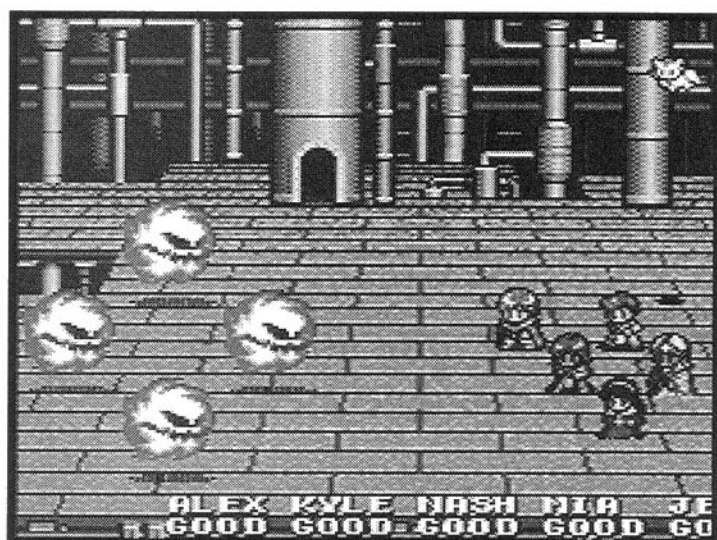
GRINDERY 3F



GRINDERY 4F



GRINDERY 5F



The flames driving the Grindery's engine are actually magical monsters. How about that?



Each time you try to leave the Grindery, you're attacked by eight soldiers.

- ★ The Grindery's being driven by a steam engine on Floor 5F. Walk to the flames on 5F and you're attacked by four Fire Elementals. Use the Holy Light spell and everything else you've got to defeat them. Beat the Elementals and the Grindery is disabled. Walk through the door where the flames were, then walk north and through a second door into My Secret Garden.

- ★ As soon as you enter the Garden, you're attacked by eight soldiers. They're pretty wimpy, so defeat them all and you automatically retreat back



Tempest and Fresca show up to keep the guards busy while you pass.



into the Grindery. Go through the door again and you're attacked by eight soldiers again. Go through a third time and when you retreat, Tempest and Fresca show up to keep the monsters busy. Now you can walk through the door into the Garden without being attacked.

MY SECRET GARDEN

- ★ Walk around and talk to everyone in the Garden. There's a fairy on a small island in the Garden that heals you when you talk to her. Make sure you find her before you enter Ghaleon's Palace.

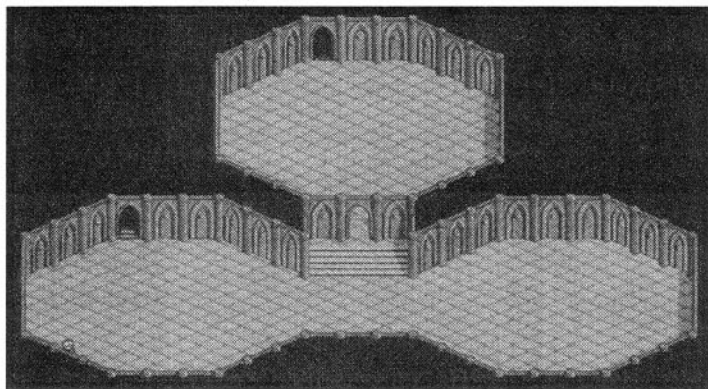


Talk to the cute little fairy in the garden to restore all of your HP and MP.

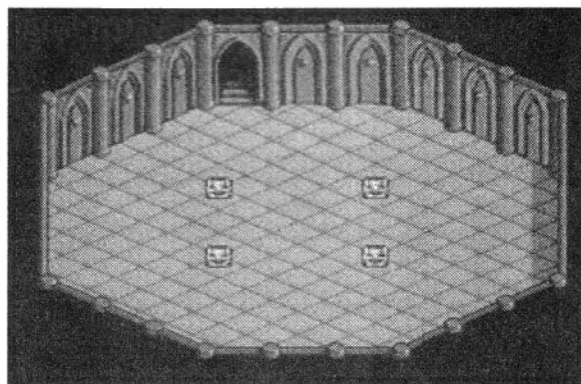
GHALEON'S PALACE

MONSTERS: Ghaleon, Mynotauros, Roardusa, Ultra-Fiend, Xenobia

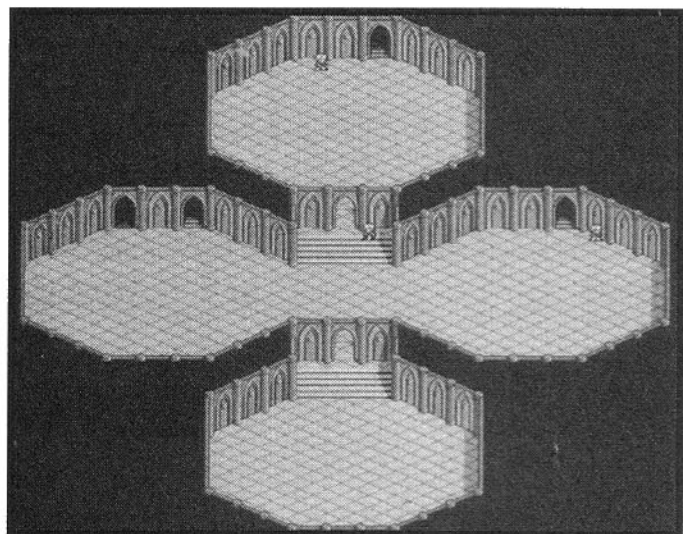
- ★ The Tower Key is on Floor 7F. Go there first and get the key, then climb up to Floor 9F and use the Tower Key to unlock the door. Don't miss the fountain on Floor 8F that restores your HP and MP. It's the last chance you have to heal up before reaching Floor F10.
- ★ Luna is on Floor F10. Talk to her until she turns into Xenobia. Save the game (this is the last time you can save before the end of the quest) and talk to Xenobia to make her attack. You know the routine by now, so use your most powerful spells and hack away at her until she bites the big one. When you defeat her, you warp to Ghaleon's inner sanctum. Open the four chests for Herbs of Althena and use an



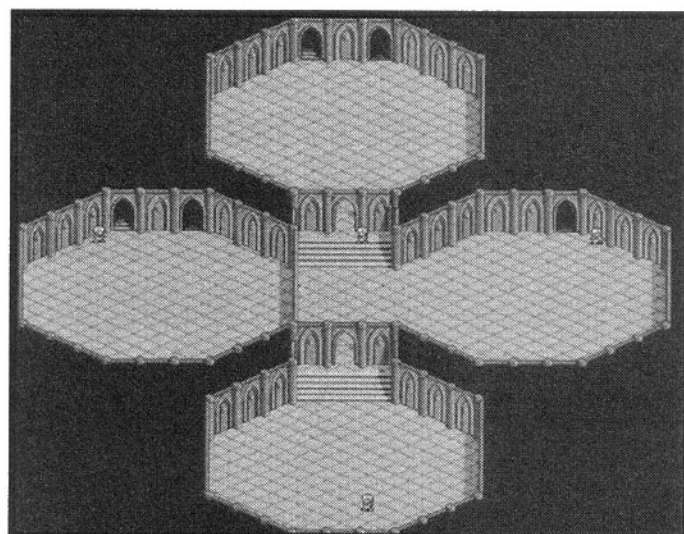
GHALEON'S PALACE B1



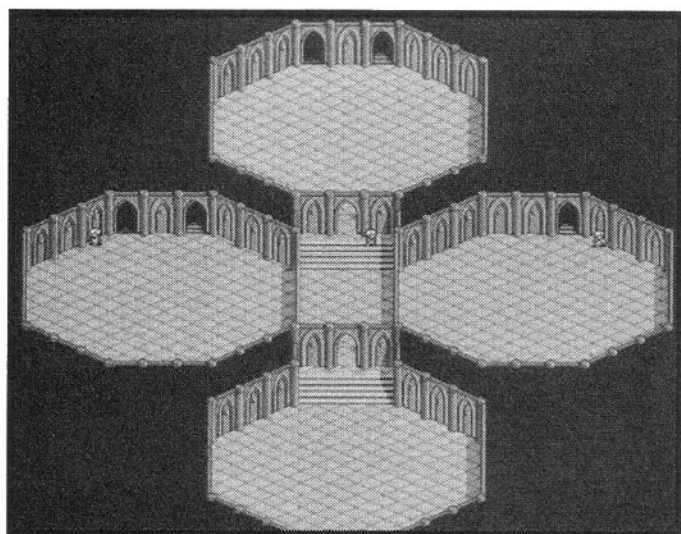
GHALEON'S PALACE B2



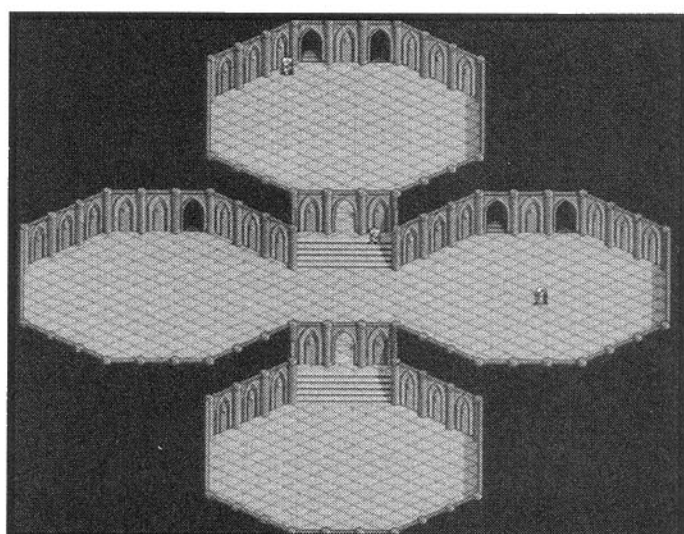
GHALEON'S PALACE 1F



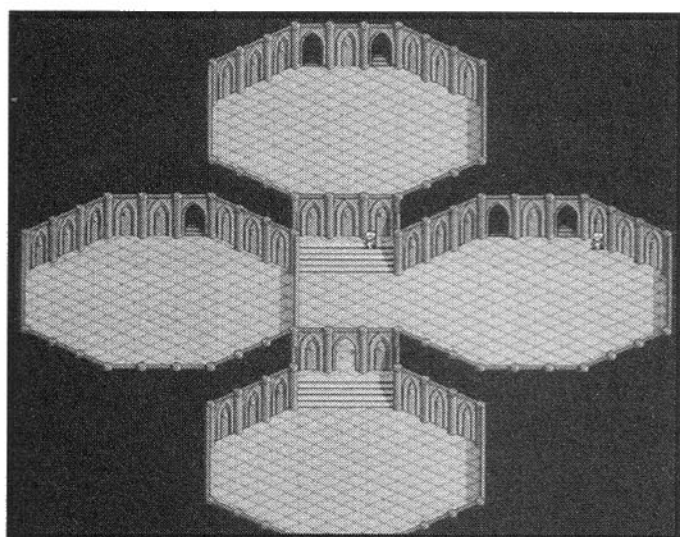
GHALEON'S PALACE 2F



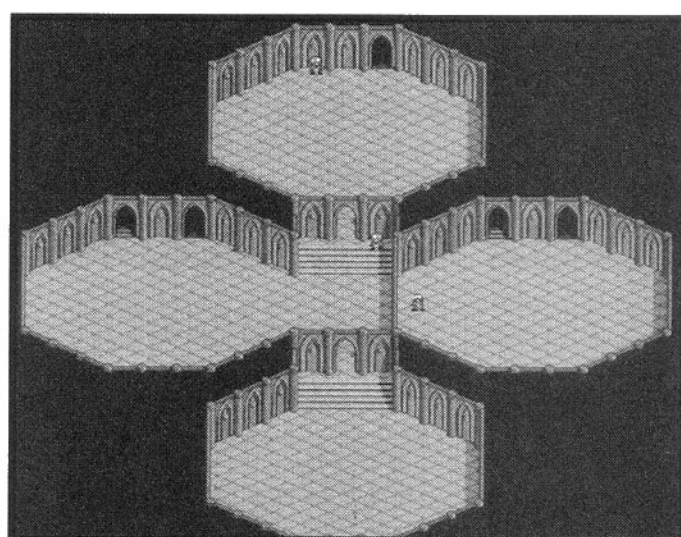
GHALEON'S PALACE 3F



GHALEON'S PALACE 4F

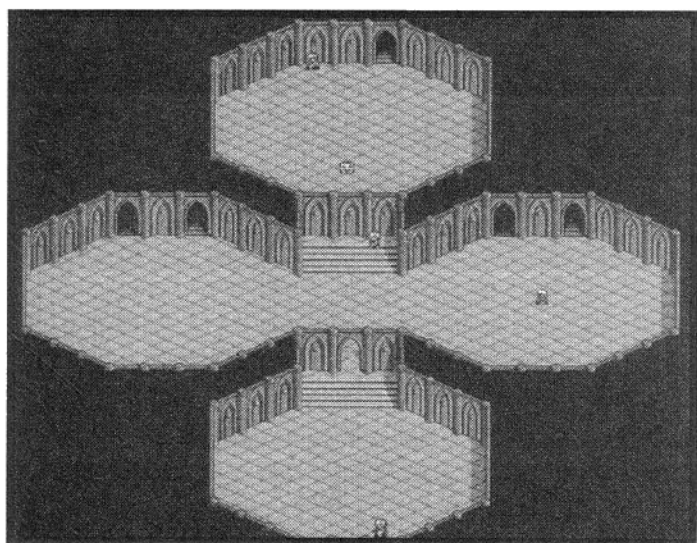


GHALEON'S PALACE 5F

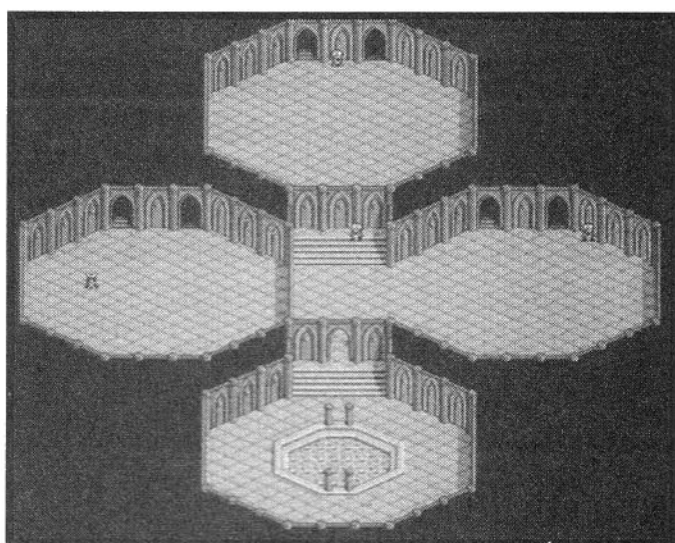


GHALEON'S PALACE 6F

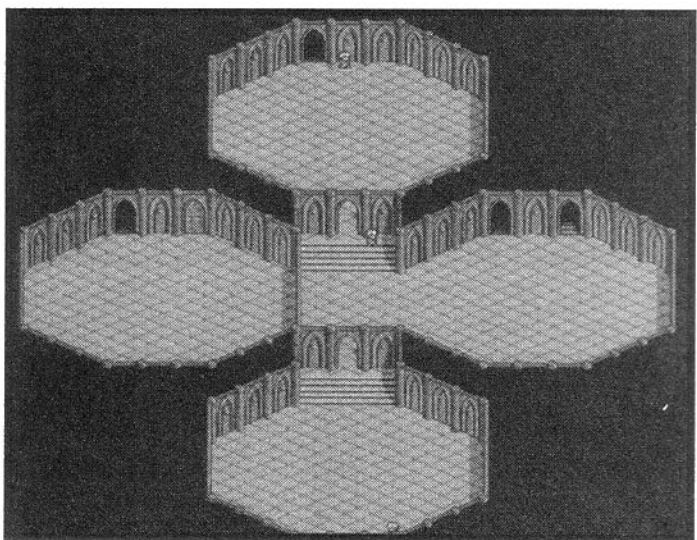
Walkthrough



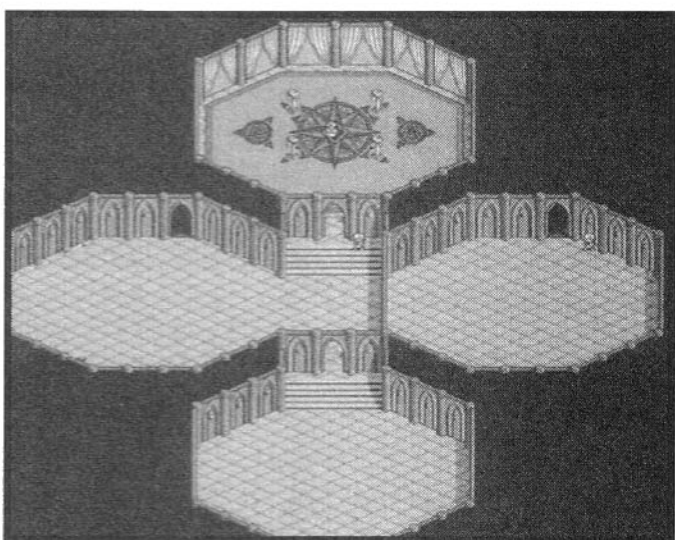
GHALEON'S PALACE 7F



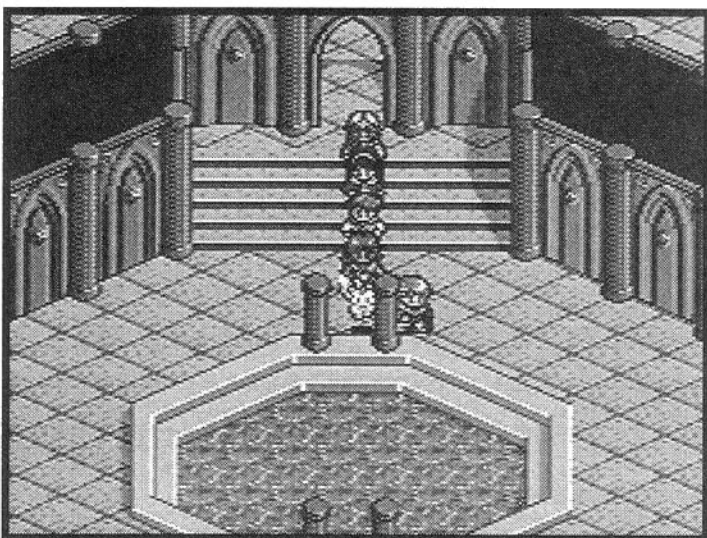
GHALEON'S PALACE 8F



GHALEON'S PALACE 9F



GHALEON'S PALACE 10F



*Don't forget to visit the Fountain
on Floor F8 of the Tower.*



*Is it Luna--or perhaps Xenobia up
to her old shape-shifting tricks?*

Herb to charge yourself up. Walk north to Ghaleon, who's looking very evil indeed in his new and improved outfit.

★ Send one character (preferably Kyle) to attack Ghaleon and to take all his powerful



blows while the other characters stay on the right side of the screen and use spells. You might lose a few characters during the battle, but as long as one person survives, you'll be fine.

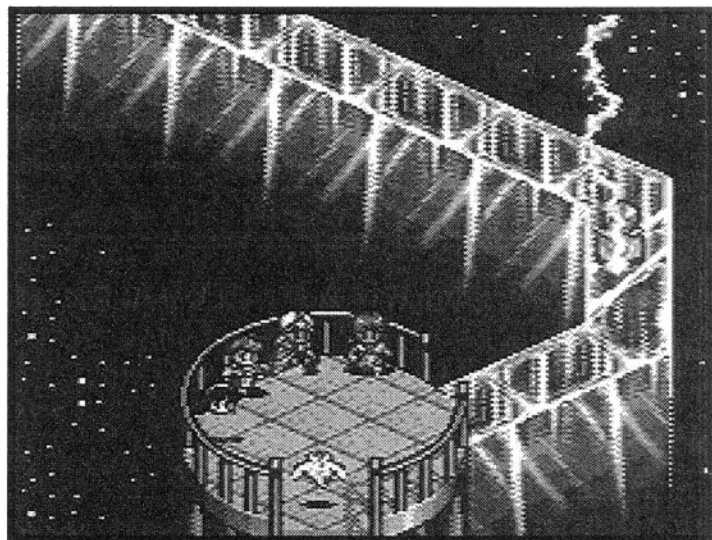


The battle of the century: Alex and company versus the mighty Ghaleon.



Ghaleon mutates into a demented creature after being defeated in your first battle.

- ★ Ghaleon's dead! Yes! Walk north through the door to find Luna, who's become seriously evil. The Dragon Angels that were guarding Althena's Sword appear and prepare to restore Luna's memory, but before they can do anything, they're frazzed by magic bolts! Could it be...? Yep, it's Ghaleon, who's ready to rumble again—this time in the form of a demonic dog. (Rule #1 of RPGs: You never fight the final boss just once.) Gird your loins and pray to the Goddess that you have enough Silver Lights to keep your MP up throughout the battle. Use the same strategy as in your first fight with the G-man. Win the battle and you're awarded with 5000 XP.
- ★ Ghaleon is dead again, and this time he's *really* dead. There's one task remaining: Alex has to climb up the long ledge to reach Luna and save her. Talk to everyone for clues about what to do, and talk to Jessica to get healed, then start the climb. As you walk up the path, Luna blasts you from above with lightning that's impossible to avoid and that sucks away huge amounts of HP. We'll leave it to you to figure out how to survive, but keep in mind that you need to remind Luna of her times with you if you're going to have a chance of saving her. Good luck, Dragonmaster! And enjoy the cool ending sequence!



Thunderbolts and lightning, very very frightening! How can you survive?

Victor Ireland Interview

Introduction

One thing you quickly find out about the video game industry is that very few of the movers, shakers, wheelers, and dealers actually *play* video games. Victor Ireland is a welcome exception. He's a game player who knows what other game players want, and he listens to them by importing the best games the Japanese market has to offer.

Ireland's company, Working Designs, was one of the very few third-party companies to support the NEC TurboGrafx-16 (and the TTI Duo), and it quickly gained a reputation for excellence by bringing over the cream of the Japanese crop: *Cadash*, *Cosmic Fantasy 2*, *Exile*, and *Vasteel*. Now, Ireland is leading Working Designs into the Sega CD market with *Lunar: The Silver Star*.

We thought you'd like to find out a little more about the man behind the great games, so we called Ireland up in November of 1993 and talked with him for an hour or so about all kinds of stuff. What follows is the just-slightly-edited transcript of the conversation.

Zach Meston: How long have you been playing video games?

Victor Ireland: Since I was old enough to move a joystick. *Pong* came out when I was just big enough to get my head above the bottom of the console. Video games came on just as I was old enough to catch them, and I've been riding them ever since.

ZM: Do you think of yourself as a good game player?

VI: I'm not as good as I used to be. I think age is taking its toll. When *Defender* came out, I could roll it over [score so many points that the counter "rolled over" to zero]. I went and played it recently, and I totally sucked.

ZM: What are your favorite video games of all time?

VI: *Defender* is right up there. *Asteroids* was really popular, but I never got into it. *Mappy* was good. I liked *Xevious* a lot. I loved *Crazy Climber*. There's a version of that for the Atari 2600 you can get somewhere. The programmer did an illegal function call that jumped into an interrupt it wasn't supposed to, so the game wouldn't work on about 20% of the 2600s on the market. The programmer got mad at whoever he was working for, so he took the programming code and left the company. Atari had the compiled code, but no way to decompile it, so they couldn't fix the problem. They ended up producing the carts and dumping them. They lost a ton of money.

ZM: How did you get involved with Working Designs?

VI: Working Designs was originally formed to create computer accounting software for the transportation industry. Then the programmer doing the software died. I knew the programmer, and I was around, so I got recommended for the job. They hired me and I finished up the software, which took a few years.

By 1989, things were running smoothly. I was writing for *VideoGames & Computer Entertainment* [now known as *VideoGames*], I had lots of Japanese connections, and thought "Wouldn't it be nice to bring out great PC Engine games?" I talked to Sylvia



[Schmitt, president of Working Designs] and formed a partnership. The transportation software was running itself by now, so we left it behind and went into game software.

ZM: Why did you prefer the PC Engine over the Megadrive? [The PC Engine is the Japanese version of the NEC TurboGrafx-16, also known in its most recent incarnation as the TTI Duo; the Megadrive is the Japanese version of the Sega Genesis.]

VI: That's kind of a loaded question. [laughs] Why the PC Engine? The color palette was bigger and the games were better. If you compare the PC Engine and Megadrive—marketing aside—the PC Engine has awesome games. It was also the first system with CD-ROM, and I was very interested in that. There was a ton of software available for license, since the PC Engine had been out since 1988.

ZM: In your opinion, why did the TurboGrafx-16 fail?

VI: NEC didn't understand their market. America is very image-driven. In Japan, they want to know how a game system is technologically superior to the others. In America, they couldn't care less. They buy the image, not the product. Sega's marketing agency understood that, but NEC's never did. Sega has made some horrible mistakes, but their ad agency has this awesome ad campaign that gives Sega a buffer to recover.

NEC also brought over bad games. The voice acting on the early CDs was terrible. I was the executive producer for *Dungeon Explorer II*, and I gave the guy in charge of the project a copy of *Last Alert* as an example of what not to do. That has the all-time worst voice acting ever in a game.

ZM: Are you doing anything else for the TG-16/Duo, or moving entirely to Sega CD?

VI: We're still doing *King of the Monsters*. *World Heroes* was canceled, because *World Heroes II* (being done by Hudson Soft) is almost finished, and *World Heroes* sucks by comparison. We might only release *King of the Monsters* in Japan if TTI doesn't release the Arcade Card [a peripheral that increases the memory buffer of the Duo] over here. It's been announced in Japan but not in the U.S. The games for the Arcade Card are awesome. *World Heroes II* looks like a carbon copy of the Neo•Geo version.

ZM: Why did you choose *Lunar* as your first Sega CD title?

VI: I looked at three or four RPGs before *Lunar*. It was by far the best, and I didn't know anything about it, although I'd heard people talking about it. I looked in a Japanese magazine and saw that it was ranked as the #1 RPG of all time.

We heard rumors that the big Sega software manufacturers had tried to license it, but couldn't get the deal made. I was wondering why not. It turns out the president of

“If you compare the PC Engine and Megadrive — marketing aside — the PC Engine has awesome games.”

“In Japan, they want to know how a game system is technologically superior to the others. In America, they couldn't care less.”



Game Arts—and I know this is going to sound egotistical—he thought we were the only ones who could do it right. It was a great compliment, but he could have just been stroking me. [laughs] He plays a lot of games, which was cool because we had an immediate rapport. Even though we couldn't speak to each other well, we could communicate about games. He speaks better English than I speak Japanese, though.

ZM: When was *Lunar* released in Japan?

VI: *Lunar* originally came out in June 1992. I don't know the exact sales figures, but it was supposed to have sold around 100,000 units. The installed base of the Mega-CD is small, so basically everyone that owned a Mega-CD bought *Lunar*.

ZM: Have you heard the rumors that Sega of Japan announced they would no longer be supporting the Mega-CD?

VI: I know that Sega of Japan is pulling programmers to put on the Saturn [Sega's upcoming 32-bit game system], so it makes sense that they're reducing support, but not that they announced it. I'm checking with three or four developers [about the rumors].

ZM: What are the differences in making games for the Sega CD and for the TG-16/Duo?

VI: *Cosmic Fantasy 2* [an RPG by Working Designs for the TG-16/Duo] had a lot of innuendo in it. Sega flags that kind of stuff pretty quick, so we had to take some of it out. There was a line in *Lunar* where Kyle is bragging about putting another notch in his bedpost. Sega said it was "too suggestive." Innuendo's a lot of fun. If you don't get it, it just sails right past you. We did sneak a lot of stuff into *Lunar* that Sega didn't flag or didn't know about.

Mel's original nickname was Hell Mel. Sega didn't want to use the word "hell," so we changed it to Deadly Mel. I liked Hell Mel so much better. I could've gotten it through if I'd really pushed, and I probably would still have gotten an MA-13 rating.

[The upcoming Sega CD game] *Rise of the Dragon* has everything short of the F-word. It's even alluded to. At one point, a character says "Get your effin' butt outta here!" The game sucks, but the language blew me away. I finished the game in a couple of hours with help, but you can finish the game in fifteen minutes once you know what to do. The first thing I

look for in a CD game is voice acting, and the voice acting in *Rise of the Dragon* is so bad. It's just horrible when you can identify the same actor doing three different voices. Spider-Man CD sounds like Shakespeare by comparison.

ZM: How long did it take to translate the text in *Lunar*? How much text is there?

VI: Four megabytes. 32 megabits. We did the translation in about eight weeks, but we

"We heard rumors that Sega and then Virgin had tried to license [Lunar], but couldn't get the deal made."

"Cosmic Fantasy 2 [an RPG by Working Designs for the TG-16/Duo] had a lot of innuendo in it. Sega flags that kind of stuff pretty quick."



were working like dogs. It sucked. There were moments of inspiration, but then it was back to the drudgery of messages like "Oh, I saw so-and-so go here." One of the funniest lines is when Ghaleon runs over the Talon Mine in the Grindery. You talk to one of the people and he says "That jerk Ghaleon crushed the sun tea I had sitting out...then Nall pops off a great "one liner".

ZM: How about the new CD voice acting? How long did that take?

VI: Two and a half weeks from voice recording to final mix. The voice recording was about a week, and it took one and a half weeks to add sound effects. We have about 60 CDs worth of effects, and we had to sort through them all to figure out which sound effects would work in each scene. In every project, we need a sound effect we don't have, so we end up buying a library of 10 or 20 more CDs.

ZM: It looked as though *Dark Wizard* was going to be the first RPG released for the Sega CD. Any idea what happened to it?

VI: I just saw in the latest issue of a Japanese Sega magazine that they have a release date for *Dark Wizard* again. It hasn't come out in Japan, so it'll be at least next year before it comes out here, I guess. What happened [with *Dark Wizard*] is that it sucked. I heard all sorts of rumors that it was so bad that Sega said "No way we're going to release this." From what I understand, it's still pretty bad.

There's a slam of *Dark Wizard* in *Lunar*. Not an overt slam, and it works in the context of the sentence. If you understand that *Dark Wizard* is a game, it works on a different level.

That's the whole reason we got into Sega CD. People were writing us, saying "Please make RPGs for Sega CD." We said "Let's do it, no one else can do it right." *Final Fantasy* is great-looking, but the writing sucks. I play that and I wonder what it could have been with a good writer. It's a good game, but only because of the strong graphics and sound. If only someone had written it for Americans to enjoy, not just to understand what's going on. In Japan, they get a kick of their RPGs. There's lots of humorous stuff in there.

ZM: What do you think of the new wave of game systems?

"We did the translation in about eight weeks, but we were working like dogs."



"Final Fantasy looks great, but the writing sucks. I wonder what it could have been with a good writer."



VI: I think 3DO is too expensive, but everyone else does too. I can't see 3DO becoming what everyone says it's going to be. A lot of developers are just sitting on their hands, waiting to see what will happen with it. The Jaguar? Atari has a real opportunity to make a great system, but their track record is less than stellar. I dunno. Of the systems to be available, I like the Jaguar and the Saturn.

ZM: When will the Saturn be released?

VI: Unofficially, I've heard in early '94. Sega of Japan is pulling programmers off Megadrive stuff to have software available for the launch. I heard they would do a simultaneous release in the U.S. and Japan.

ZM: What about NEC's 32-bit Iron Man system?

VI: The Iron Man in its current incarnation is dated hopelessly. If it was released two years ago it would have done well, but now NEC has to start from scratch.

ZM: What's next for Working Designs?

VI: *Vay* [a Mega-CD role-playing game]. *Lunar II*. We're trying to get one other title but we haven't announced it yet. In '94 we'll do three, perhaps four titles. A lot depends on the Sega CD market and the release of the Saturn. We want to have a game out for the Saturn within a month or two of its release.

ZM: Tell me about *Lunar II*.

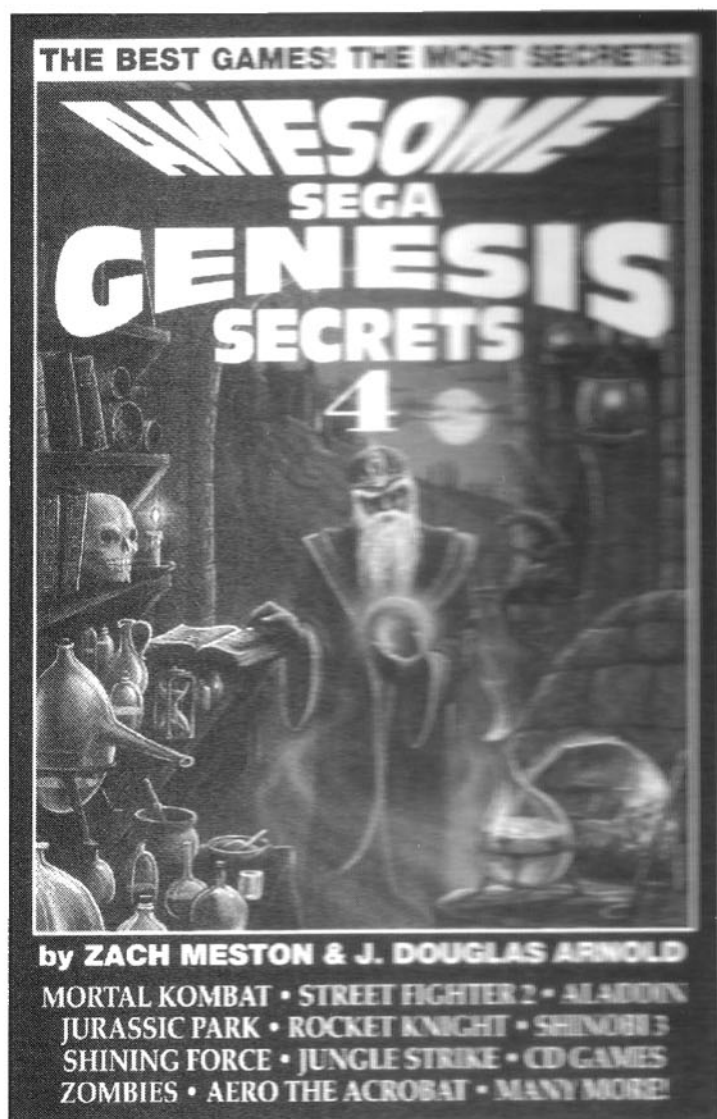
VI: The game world is at least twice as big, and the artwork is incredible. The drawings of each character are great. The game is set in the future, so Nall, the baby white dragon in *Lunar I*, is a full-grown dragon in *Lunar II*. He's the only character from *Lunar I*. There's the same amount of animation—12 to 15 minutes—but there's more action in the animation. *Lunar I* has a lot of stills; *Lunar II* has more movement. Easily the best animation in a Sega CD game. It looks like a PC Engine game animation-wise. The cities have more animations—windmills that are turning, other stuff going on.

Game Arts says it will be out in the spring of '94, but it will be the summer of '94, knowing how games slip. *Lunar* was supposed to be out when the Mega-CD came out, and it came out six months later. As soon as it's finished, we'll talk to Game Arts. We want to get close to a simultaneous release in the U.S. and Japan.

“Final Fantasy is great-looking, but the writing sucks. I play that and I wonder what it could have been with a good writer.”

“The [Lunar II] game world is at least twice as big, and the artwork is incredible.”

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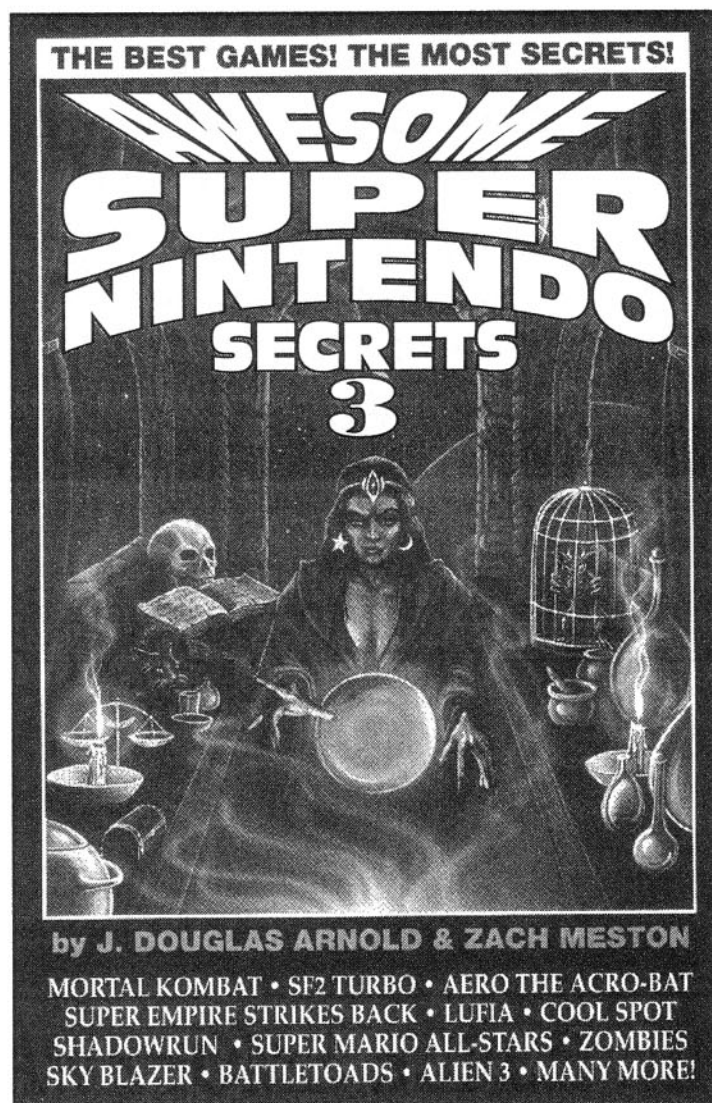
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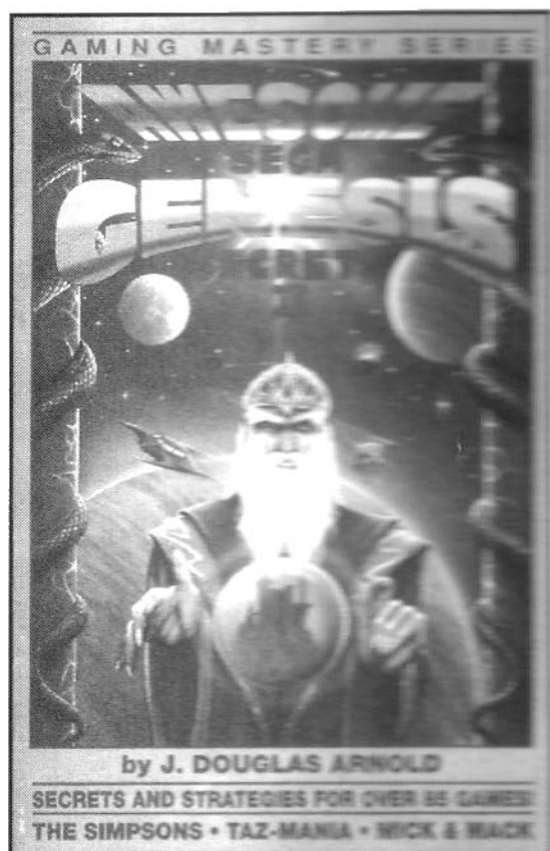
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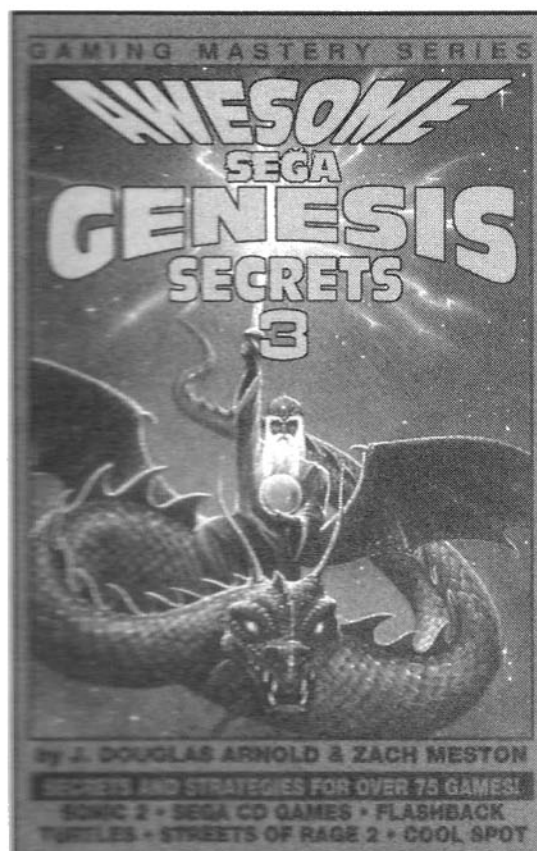
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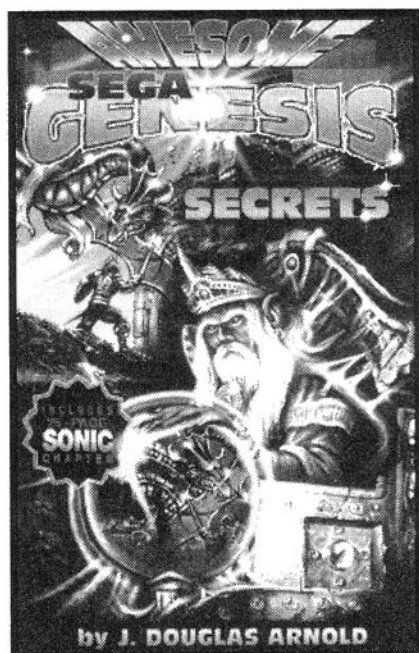
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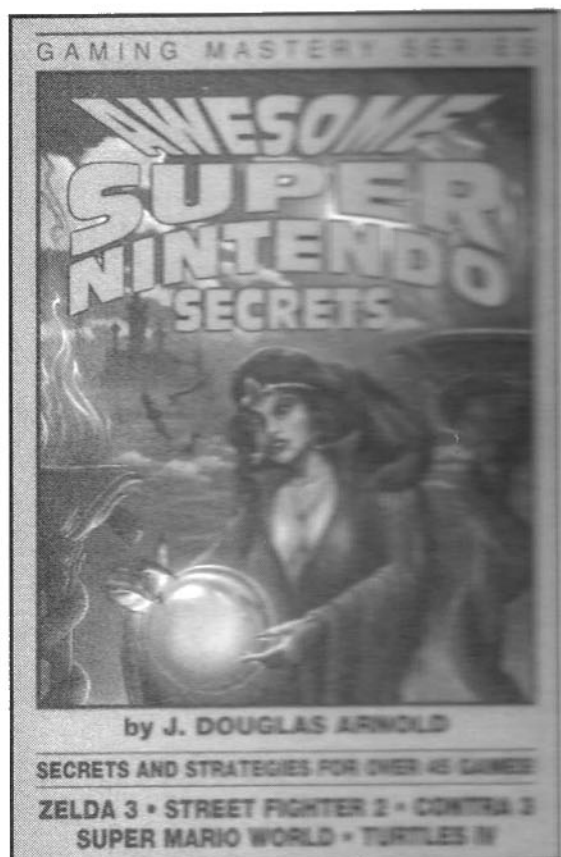
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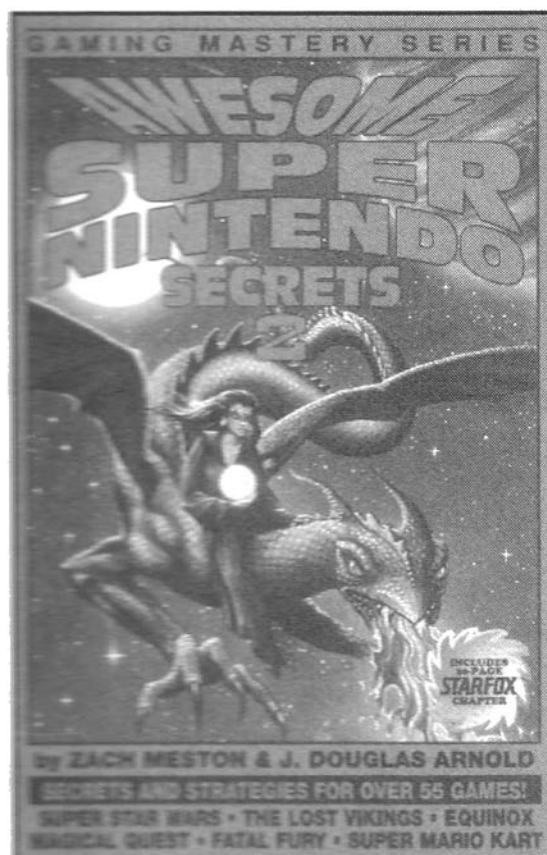
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